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CRUSADER: NO REMORSE

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EXHUMED
COMMAND & CONQUER

WILD NINES
I ALWAYS WANTED TO GO INTO SPACE...MAN!

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WHO SAID GAMES ARE SAD?

SWEET CANDY!

★ Cutie Candy Vipers is not so sweet and innocent, eh boys? But that's not a problem with us, she's still a real sweetie! "I just like to work out every now and then, it 'elps me keep 'me body lookin' in shape". Well it certainly does Candy, any chance that I could work it out with you... erm we could play two player eh?

WRITTEN BY 'NAUGHTY' NICK PATERSON

PAGE 3 STUNNA

This is post-modern irony, understand, not sexism. Oh, no.

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Brrr... It's perishing cold outside! So why not step inside MEAN MACHINES SEGA and make yourself comfy? This month we've got a scorching selection of Saturn reviews to warm your extremities plus a thermos flask full of piping hot previews, news and tips to see you through the worst of the Winter weather. Remember, with MMS it can be Summer all year long! (Who writes this crap? – Gus)

HIGHLIGHTS

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WILD 9

When sheep start to rear their fleece-covered heads in a video game you can bet that Shiny Entertainment are involved! In this issue, an EXCLUSIVE interview with head honcho Dave Perry.

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STEET FIGTER !!!

Not a hoax! Capcom's Street Fighter sequel is finally here and we've got the first pics to prove it. Will it be another coin-op classic or just a cheap cash-in? The truth is in here...

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SWAGMAN

Following the phenomenal worldwide success of Tomb Raider, Core is about to put the frighteners on you! We take a spine-tingling First Look at some spooky goings-on in Swagman.

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SOVIET STRIKE

After more delays than the Bakerloo line, EA's explosive helicopter shoot-'em-up lands on Saturn. The MMS team take on the chopper squad that make Airwolf look like a bit of a sissy!

84

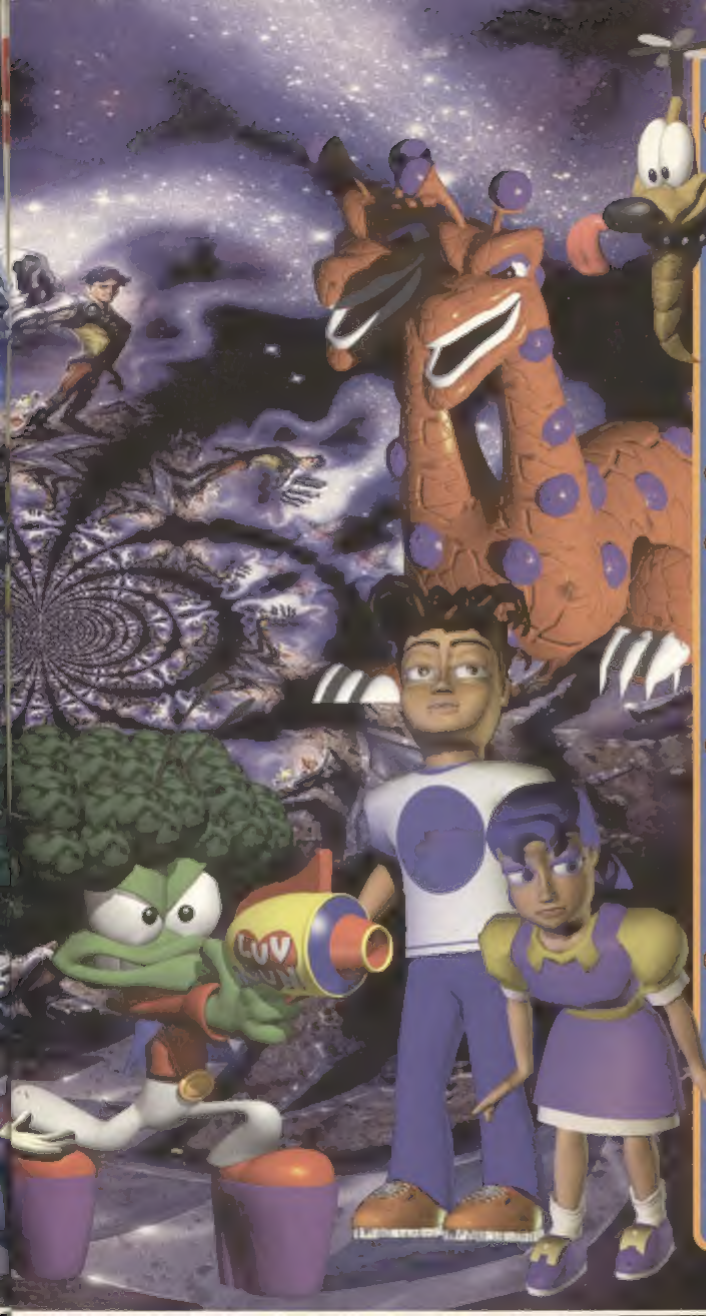
ENEMY ZERO

Warp have already made a name for themselves with the chilling Kenji Eno adventure, D. Is its space-based successor simply a poor Alien-clone or have FMV games just received a major facelift? At least it'll keep Gus quiet for a while.

88

BUG TOO!

With a severe shortage of platform games on Saturn, Sega has taken a blast from the past and dusted BUG! down for yet another wacky romp through 3D land.



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INTERACTIVE PULLOUT

Our exhaustive Exhumed guide reaches its climax (at last!) and Tomb Raider's Lara Croft finally sees the light at the end of the tunnel. Would-be world conquerors will want to check out our forceful four page C&C guide.

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We regret that cover-mounted gifts are not available to overseas readers. Although we take care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for any omissions and errors that occur.

The MEAN MACHINES CHARTER
1. Never eat yellow snow.
Nick did and he liked it!

COMPETITION RULES
Be warned! Employees, their families and suppliers of EMAP Images are not eligible for entry in competitions. There is no cash alternative to the prizes offered. The Editor's decision is final.

This is the quietest month of the year, the dead zone for mags like ours. Normally the goodies have all been dished out before Christmas, but I'm happy to see a good selection of games passing through the pages, with the promise of more to come — the Manx TT shots are the best I've seen this month. When not putting this issue together, many members of the team have been messing around with Internet multi-player mayhem. Both Red Alert and Quakeworld on PC show how compulsive playing against a human opponent can be. The sooner the console companies get into this lark the better. Sega is best positioned, with the Netlink having the first console on-line potential, but the poor reception in the States (Sega sold just 1/10th of their target) shows how far Sega has to go to convince gamesplayers who have not yet felt the benefits of the Internet. Start investigating it yourself.

GUS

P.S. Don't bother sending in all that Mean Art!

YOU HAVE BEEN WATCHING...

These are, to our knowledge, all the editorial and most of the freelance contributors to MEAN MACHINES SEGA over the years. Thanks to them all:

Gordon Barrick (popular emergency designer)
Paul Bufton (thrusting young turk of the software world)
Oz Browne (The Art Editor with the heart of gold, and Bacardi weakness)
Claire Coulthard ('Our Claire', Lord EMAP's glammest Art Ed)
Tom Cox (From years back, and a White Knight many times since)
Nicky Creed (The design wonder, from down under)
Helen Danby (Helpful Helen from upstairs. Many thanks)
Paul Davies (MEAN MACHINES was a step to greater things. Good times)
Phil Dawson (Our newest recruit. His talents will go to a good home)
Stephen Fulljames (Mr. Netscrape. Steve's going to pastures new)
Paul Glancey (From the Megatech days. Thanks for your wisdom wise uncle Paul)
Fraser Gray (Shine on you Crazy Diamond. He was a nutter...)
Tom Guise (So was he. But Tom's a nutter of the nicest kind)
Gary Harrod (Will always be the Master. Founder art person)
Marcus Hearn (Our cynic took solace in the X-Files. Always a friend)
Lucy Hickman (MEAN MACHINES flexes Dep. Many memorable contributions)
Lucy Hill (That slag from up North. You don't get many of her to the pound)
Daniel Jevons (Remembered for his perfectionism and embarrassing candour. Slumming it in the States now)
Dave Kelsall (He cut his magazine teeth on MEAN MACHINES, god bless 'im.)
Steve Key (From schoolyard to the software glitterati. A success story)
Steve Kyte (Creator of many of our covers. A genius in print)
Ed Lawrence (It's Rad, innit. On his way to making a journalistic name for himself)
Richard Leadbetter (First Ed of MEAN MACHINES. The first real Sega expert)
Jason McEvoy (We poached him from Power, and it's as well we did. Current Art Ed)
Andy McVittie (From Production Editor to Publisher, a familiar face at Mean Towers)
Steve Merrett (My Ed. Did a Keegan. Went to seed in the same way to. But taught me everything I know about stitch-ups)
Nick Paterson (Has tackled the art impossible with no support. Bless this geezer)
Julian Rignall (Our father, who art in California. The idea was his)
Pete Stitson (He's a hot shot now on FHM, but he did our layouts)
Marc Swallow (Publisher extraordinaire. Not a man to cross)
Angus Swan (Me. There for every one of those 53 issues)
Graham Taylor (There even before Jaz, at Images. His era has passed)
Matt Yeo (The Last. The latest. But he's only gone to Saturn Mag)

The team confess to the most embarrassing records in their collection of radiophonic 'platters'. Prepare to cringe.

JASON McEVOY

Jason seems to think the seminal "I don't wanna dance (dance with you baby no more)" by Brit reggae star Eddy Grant is something to hang his head in shame for. The rest of us think no one ever did so much to make red leather an ESSENTIAL fashion accessory.

NICK PATTERSON

Wham, 'Make it Big'. The album choice for Nick, who once thought Club Tropicana was a real place, somewhere off the M6. Long have we suspected our design deputy has been playing Andrew Ridgely to Jason's George.

GUS SWAN

Gus has no cause to laugh at anyone, foolishly buying a T'pau 12-inch single of 'Whenever you need someone'. Never heard it? That's probably because it reached No. 167 before the Society for Humane Radio Play put a stop to it. Sadly, he still has it on a compilation tape and sometimes plays it in his car, explaining the number of times he has swerved into pedestrians.

STEPHEN EMPTYJAMES

Ste, as usual, is arch. 'I don't have any embarrassing records, actually'. When pressed he admits to having a cover version of Kate Bush's Wuthering Heights. "It's the subject matter that's embarrasing, not the CD", he claims.

MATT YEO

Initially, Matt was pretty reticent, but when the confessions started, they began to flood out: Bucks Fizz 'the camera never lies', Phil Bailey and Phil Collins 'Easy Lover' shows a penchant for early '80s bad taste. But what excuse is there for 'Abort, retry, fail' the dreadful, and aptly named recent No. 1?

PHIL DAWSON (NO PIC)

With a high-pitched squeal to illustrate it, Phil reveals he has 'The lion sleeps tonight', but he can't remember who it is by. But Matt knows — Tight Fit. Maybe there's more to Phil's nickname of 'monkey boy' after all.

SLAM EVIL!
THE PHANTOM
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NEWS

Here it is, hot off the press, the latest Sega news as it happens. As per usual, our big headline hoggers this issue arrived at the last minute with exclusive info on Resident Evil and Manx TT!

MANX TT

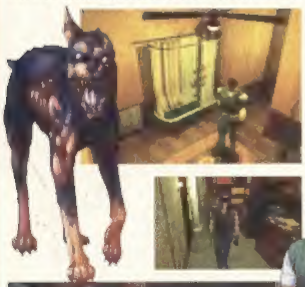
EXCLUSIVE SHOTS OF SEGA'S SPRING BIGGIE!

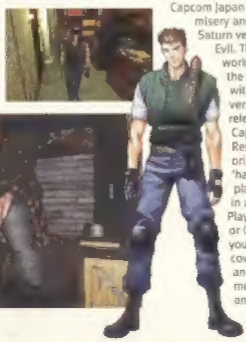
MEAN MACHINES has managed to procure the very first shots of Sega's very own mean machines: the long-awaited conversion of arcade racer Manx TT from coin-op to Saturn. You don't need us to tell you that it's looking pretty sharp. Work on the conversion of AM3's biking coin-op has actually undertaken by Tantalus, the Australian developer who won general acclaim for its PlayStation Wipeout conversion to Saturn last year.

Manx TT is set across two authentic layouts similar to those raced in the famed Isle of Man road race, which is part of the UK Bike Championship. Player's race high-performance bikes through a setting of country roads and a seaside esplanade, with geographical features matching those of the actual island. Manx TT was the last of Sega's Model 2 coin-op racers, and the fastest, with spectacular crashes throwing riders from their machines.

A lot of work has gone into finding a Joypad control model that gives the same feel offered by the full bike set-up of the arcade unit. Hopefully it will also include all the full modes of that too, including the worrying sheep-racing mode. Look for a full preview next month.

MANX TT. DEVELOPER: TANTALUS. PUBLISHER: SEGA. RELEASE: MARCH '97.





RESIDENT EVIL

THE OFFICIAL ANNOUNCEMENT!

After a year of speculation, rumour and conjecture, Capcom Japan put the Saturn community out of its misery and announced its intention to release a Saturn version of the massive PSX hit: Resident Evil. The planned Spring release suggests work is already pretty well advanced on the conversion, which has been plagued with technical issues. Any Resident Evil version would almost certainly be released in the UK by Virgin, with whom Capcom has affiliate label status.

Resident Evil, named Biohazard in its original Japanese format, is a classic 'haunted-house' arcade adventure. You play two of a crack SWAT team, cornered in a Gothic mansion by sinister creatures. Playing either as Jill (easy for the ladies) or Chris (birruva challenge for the lads) you investigate more of the mansion, discovering a host of zomboid mutations and other nightmarish living experiments. A combination of nerves, reflexes and lateral thinking will see you through the house, its gardens and the climactic laboratory level.

The game's unique feature is its innovative depiction. The mansion is a stunningly realised set of polygon chambers, breathtakingly detailed and decorated. Rooms are viewed from fixed camera points for an isometric perspective, so characters move through them rather than the 'true' 3D style adopted by Tomb Raider. The characters themselves are convincingly animated, but the real stars of the show are the menacing monsters, from crows and hellhounds to man-sized tarantulas. Of course, all this praise has to be qualified in the light of whether the Saturn conversion will compromise on elements of the original, as happened with Wipeout and, disastrously, Destruction Derby. At the moment, Capcom has stated only that "story and basic gameplay will remain the same."

RESIDENT EVIL. PUBLISHER: VIRGIN. DEVELOPER: CAPCOM. AVAILABLE: SPRING/SUMMER

TEKKEN 3

We don't normally bring you items on Namco products, because they never come to Saturn and because they are often pale imitations of Sega titles. But Tekken 3, we know is a much anticipated arcade title, and the first to show Namco's new coin-op technology. It will probably be the big competition for Virtua Fighter 3 on console later this year. These pics show updated versions of old characters, Law and Yoshimitsu, but we have no details of new characters. First reports were that the board itself is actually a disappointment compared to Sega's Model 3 technology.

TEKKEN 3 (ARCADE)
PUBLISHER: NAMCO.
AVAILABLE N/A

RE-LOADED

Gremlin will be revisiting its space criminals on Saturn again this Spring, with the follow-up to Loaded, the imaginatively titled Re-Loaded. The conversion of the original was a surprise hit for the Sheffield developer — No. 1 in the charts in fact. Re-Loaded is essentially more of the same, with some of the irritations of the original smoothed out. The Vox character has been 'erased', but two more take her place, the cannibalistic disco bunny known as The Consumer, whose favourite recipe is 'Beefy Brains' and Sister Magpie, intergalactic nun. Ex-2000 AD artists have created new artwork and rendered sequences for each. There are also six new planets split into multiple overhead-viewed sub-levels, taking one or two players to confront their old adversary FUB, now brain-merged with a hippie artist resulting in the creation of a gigantic beast known as CHEB. The levels are more compact than their sprawling predecessors, with new puzzle elements, more sophisticated than those door-key conundrums of Loaded. Smarter graphics and a more noticeable 3D perspective have also been developed. Expect Re-Loaded sometime in the early Spring.

RE-LOADED. PUBLISHER: GREMLIN. AVAILABLE: SPRING.

Tekken 3 will never come to Saturn but it still looks cool!

OUT NOW

DARK SAVIOR (SEGA)

With loads of locations and five different plotlines to explore, this lavish RPG adventure will keep you playing for absolutely ages. If you enjoyed Megadrive Landstalker this is the one for you.

OVERALL 90%

DIE HARD TRILOGY (FOX)

A fantastic conversion of three cool action movies that works surprisingly well. The final driving section is the highlight although both gun stages will keep V. Cop fans happy.

OVERALL 92%

TEMPEST 2000 (INTERPLAY)

A cracking conversion of the one game worth buying a Jaguar for. Except now Tempest is on Saturn, so you don't need to. An undeniable classic backed with some infectious techno tunes.

OVERALL 88%

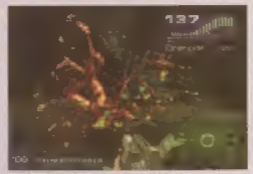
NHL '97 (EA)

NHL '97 has all the classic Electronic Arts playability and enough 32 bit gloss to warrant purchase. We look forward to next year's update as this version will take some beating.

OVERALL 86%

BLUFFERS' GUIDE TO SOFTWARE HOUSES: 1.ACCLAIM

The first in a series of cut-out 'n' keep guides to the people that release the games. We kick off with everyone's favourite: Acclaim.



ACCLAIM IS...

An American based software house with an HQ in New York, a European office in London and a Japanese arm. They release games from various developers, including Mirage and Taito and has three major developers of its own: Iguana entertainment and Sculptured Software in America and Probe in the UK. Acclaim employs approx. 1000 people.

HOW IT STARTED

Acclaim started business in 1987, as a publisher of NES games in America. It's first year revenues were less than a million dollars. It entered in the Sega market in 1991 and opened a UK office at the same time. By the end of 1995, it had annual sales of $500m!

THE ACCLAIM WAY

Acclaim is into releasing lots of different titles — it had 30-odd Saturn titles in its E3 brochures. Acclaim sometimes releases crap, but there are also gems in there. Acclaim loves to get its hands on a big license — it made its mark with NBA Jam, based on the Williams' coin-op and similarly, Mortal Kombat, as well as the Alien movies and Fox TV's The Simpsons. Acclaim always has big stands at shows, dancing girls...Acclaim are quite big on girls, actually.

ACCLAIM'S GREATEST MOMENT

Mortal Kombat. The hype was immense for the console game, which everyone initially thought was a sad Street Fighter clone in the arcades. After the cinema ads, the Vinny Jones poster and the endless press coverage, everyone suddenly decided it was a great contribution to Western civilisation and has been ever since.

ACCLAIM'S WORST MOMENT

Recently, posting massive losses in America and shedding hundreds of jobs to be leaner and fitter.

THEIR NICEST FACETS

Acclaim is good at supporting lots of platforms — it even did a couple of 32X games. Acclaim is also friendly and sociable. Recently it's become more adventurous and diverse in its game development with Bad Mojo, D and Constructor not being examples of 'typical' Acclaim games.

THEIR NAUGHTIEST HABIT

Slipping out games it knows are a bit poo. The most infamous example of this was Rise of the Robots, which arrived on shelves in the dead of night and later scored 9% in MEAN MACHINES.

HOW THEY'D LIKE TO BE REMEMBERED

The excellent Alien 3 on 16 bit, MKII, Alien Trilogy, NBA Jam.

WHAT THEY'D RATHER YOU FORGOT

Rise of the Robots 1&2, Terminator 2: Judgment Day, Dragonheart

ACCLAIM GAMES IN OUR CURRENT TOP 50

Bust-a-Move 2 (14), Alien Trilogy (30), X-Men: COTA (32), NBA Jam Extreme (47)

CHART: SATURN

The official Saturn chart as compiled by Chart-Track. Somehow the godawful Doom is in the top ten. What are you playing at?!

1 (3) TOMB RAIDER (EIDOS)
2 (1) VIRTUA COP 2 (SEGA)
3 (2) WORLDWIDE SOCCER '97 (SEGA)
4 (5) COMMAND & CONQUER (VIRGIN)
5 (-) INTERNATIONAL VICTORY GOAL (SEGA)
6 (-) SEGA AGES (SEGA)
7 (4) DAYTONA CCE (SEGA)
8 (-) DOOM (GT INTERACTIVE)
9 (R) ATHLETE KINGS (SEGA)
10 (R) EXHUMED (SEGA)

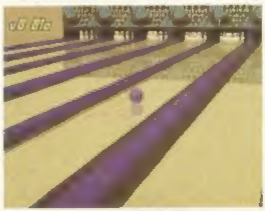
CAPCOM CLEANS UP!

Reaffirming its position as top arcade developer, Capcom swept the board at a recent Japanese Arcade Awards ceremony hosted by Gamest magazine. Street Fighter Zero 2 won both Game of the Year and Beat-'em-up of the year, and Dan from Zero 2 was voted as the most popular character. Capcom also took home the Most Popular Company award, the ninth year out of ten that the company has won that category! Sega's Virtua Fighter won the award for best graphics, but was only placed 4th in the Game of the Year category.

TEN PIN ALLEY

What software library would be complete without that most essential of games, the ten pin bowling sim? EA obviously reckons that Ten Pin Alley will plug a yawning genre gap in the Saturn's line-up, as it's planning to release what can only be described as a bowling game sometime this spring. We know that the Americans love their bowling, to the extent that there is actually a law which states that every US sitcom has to have an episode where the whole cast go bowling, but we can't imagine that UK gamers will be queuing up to buy it. Still, EA has loads of cash and can consequently do whatever it fancies, so who are we to argue?

TEN PIN ALLEY. DEVELOPER: ADRENALIN. ENT. PUBLISHER: EA. RELEASE: TBA.



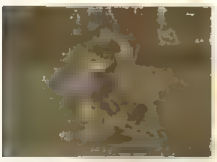
DARKLIGHT

As a [illegible] Jonah Lomu Rugby for [illegible] Developer's Rage also have a shoot 'em up, Darklight, in the works for EA. Promising fast, space-based gameplay, Darklight's plot seems to involve a futuristic version of a student exchange programme. The player is cast as a genetically altered human fighter pilot who has been assimilated into the society of an alien race, the Repton. The Repton military system is [illegible] posed [illegible] several [illegible] games [illegible] the player has to pledge their allegiance to one of these. Relationships between [illegible] are generally cordial, but when feuds erupt [illegible] breaks loose. As a fighter pilot you obviously get chucked in at the deep end fighting on the front line of inter-clan battles. EA is promising "stunning imagery, faultless playability and beautiful graphics" as well as the opportunity to explore the workings of Repton society. As yet, the Saturn version has not been given an official release date, but since we should be getting a review copy next month, a street date somewhere in March or April would be my guess.

DARKLIGHT. DEVELOPER: RAGE. PUBLISHER: EA. RELEASE: TBA.

PERFECT WEAPON

EA is pretty busy at the moment, as it's currently preparing Perfect Weapon for a February release. Players take on the role of the cyborg-monikered Blake Hunter, martial arts expert, and are faced with a staggering 1300 3D locations to explore. There are 20 types of alien critters to duff up and thanks to advanced AI, you can expect simultaneous attacks from up to five enemies at once. The gameplay takes the form of a [illegible] with loads of smart AI and [illegible] If all goes according to plan, a preview will be going [illegible]



PERFECT WEAPON. DEVELOPER: GREY MATTER. PUBLISHER: EA. RELEASE: FEBRUARY.

GOSSIP SHORTS

Those who know, in the know.

SEVEN MILLION

Sega's latest [illegible] to a seven million Saturn [illegible] with 1.6 million pre[illegible] of March, a million in [illegible]. A surge of 500,000 [illegible] December alone has made [illegible] was down to the [illegible], VF2 and Virtua Cop with a Saturn for $199. It's 'the most successful promotion in Sega history' according to US VP Bernie Stolar.

ONE MILLION

Core is [illegible] global sales for [illegible] the game is released in Japan later this month. The game has [illegible] January.

ALERT! ALERT!

There are [illegible] rumours that Virgin will follow up Command and Conquer with the PC sequel, Red Alert, which was the [illegible] PC hit of the year. [illegible] released through Virgin. It [illegible] game-play with European nations battling [illegible] with all new weapons.

BACK [illegible]

You may be [illegible] what happened to Mr Bones, previewed a couple of months back. Well, Sega [illegible] version which [illegible] the problems of sound cueing and FMV [illegible] differences between [illegible]

HELLO [illegible]

One new [illegible] arts project, for which there are [illegible] is Battle Stations. Due in April, all [illegible] that it's a combat game featuring [illegible] ships for a Command [illegible] water.

DRIVER'S [illegible]

This is a [illegible] currently no basis in [illegible] produce an updated arcade-style [illegible] games in a style similar to Ridge Racer. Because they've only produced Daytona USA for Saturn, we wonder exactly what they'll combine it with.

VIRGIN [illegible]

In an up[illegible] Interactive has sealed [illegible] with Rage Software. Everyone [illegible] with these industry types [illegible] masters with Jonah Lomu, Actua[illegible] with Sensible, EA with FIFA '97 and Dark Light. Two possible Saturn projects from the pairing are Hel[illegible] and Striker '98 (both starting on PC). Hi-Octane came in for a bit of controversy late last year, as its ex-Psygnosis creators were accused of making it look too much like Wipeout.

MMS Video Tip: Rent Kingpin and The Rock. They're top!

CONQUEST EARTH

clones has begun! The first is [illegible] and takes place during a war betwe[illegible]

CONQUEST EARTH. DEVELOPER: DATA DESIGN. PUBLISHER: SEGA. RELEASE: MARCH.

...RICE CHART

Whilst we've been far too busy to play games this month, we've been playing [illegible] haven't we.

1 (-) [illegible]
2 (1) [illegible]
3 (-) SONIC 3D
4 (-) DIE HARD ARCADE
5 (-) ENEMY ZERO

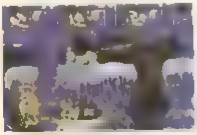
VIRTUAL ON AND ON

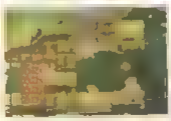
[illegible] should be fantastic but once again Segas [illegible] around concerning PC versions of Fighting Vipers and Worldwide Soccer [illegible]

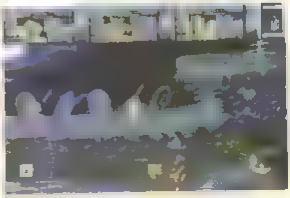
VIRTUAL ON (PC) PUBLISHER: SEGA. RELEASE: TBA.

LOST VIKINGS 2

Seasoned gamers may remember [illegible] Vikings, a Megadrive platform [illegible] which featured three bearded Scandanavian gents known as Eric the Swift, Olaf the Stout and Baleog the Fierce. Well now, as the press release says, they're back, in a new adventure bearing the cringeworthy subtitle 'Norse by Norsewest'. Each of the three heroes have their own special powers, which need to be used to solve the puzzle based gameplay. Lost Vikings 2 also offers 5 different [illegible] and pirate haunt. Don't [illegible] anything ground







LOST VIKINGS 2: NORSE BY NORSEWEST (GROAN) PUBLISHER: INTERPLAY. RELEASE: TBA.

MARIO ANDRETTI RACING

Wheeeee ... those 'Mario on Saturn' headlines again as another ... person and Mario get a Saturn game named after him. In this case it's Mario Andretti racing, and the game's based as you would expect on his career in wheel of assorted rapid sports cars. You can choose between anybody ... like to mix and match a NASCAR ... racing car ... and ... perennial season's ... premiership ... oval and street ... courses against a field of ... drivers. When Mario Andretti Racing ... out to be another ... rehash of Daytona ... etcetera ... be seen, but you ... customise ... mean machine ... eyes, you ... and ... McDonalds sponsored ... Mario Andretti ... swanning up ... the pit lane for a ... early February ... release, so we ... should be ... case with ... MEAN MA ... review ...

MARIO ANDRETTI RACING. PUBLISHER: EA. RELEASE: FEBRUARY

GOSSIP SHORTS

XMAS NO.1

What was ... Christ... ... en Sat... ... Dunblane ... 2 game ...

WE'D ... X

Funny ... ... to Dave Per... ... Wild Nines, ... adventure ... 3D engine ... ... you to aim ... ... the game world, ... Having this game ... ... news, and from ... ... would seem ... ... make a deal'. So ... ... make a deal!

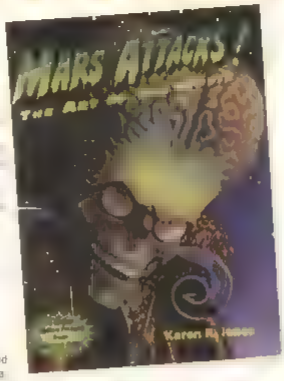
STREET FIGHTER MEGAMIX

The last ... ... press ~ a rumour ... ... ce a megamix version of the famous fighter series; II, Turbo, even the Zero games, combining characters and techniques from seven different projects into one Saturn title.

NEWSCAPE!

We've ... ...

COMPETITION!



Which of these three films did Tim Burton NOT direct?
A) Batman
B) Batman Forever
C) The Nightmare Before Christmas

The Fine Print

READ

1 (4) TOMB RAIDER (EIDOS)
2 (5) WORLDWIDE SOCCER '97 (SEGA)
3 (2) SEGA RALLY (SEGA)
4 (-) [illegible] (SEGA)
5 (3) [illegible] 2 (SEGA)

SALES CHART: MEGADRIVE

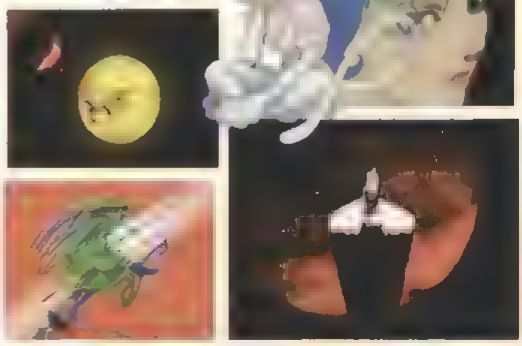
1 (1) FIFA '97 (EA)
2 (3) PREMIER MANAGER (SEGA)
3 (8) THE LION KING (VIRGIN)
4 (0) COMIX ZONE (SEGA)
5 (2) SONIC 3D (SEGA)

JAPANESE CHART

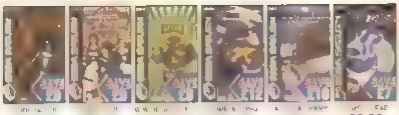
No surprises here either, as Enemy Zero is still [illegible] Sega's [illegible] still selling.

1. ENEMY ZERO (WARP)
2. VIRTUAL ON (SEGA)
3. TACTICS OGRE (ENIX)
4. MOBILE SUIT GUNDAM GAIDEN II (BANDAI)
5. VIRTUA COP 2 (SEGA)

WARRIORS ON TELLY



NIGHT WARRIORS ANIMATED SERIES. AVAILABLE MARCH (JAPAN).



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0891-318-415 ... MORTAL KOMBAT II CODES, CHEATS TIPS & MOVES
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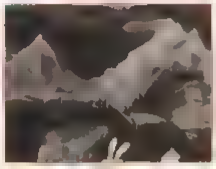
WILD NINES

Game Name	Wild Nines
Publisher	Virgin
Developer	Shiny Entertainment
Release	September

...ny's new console game. We've ... first ...mpse at Autumn ECTS. Now wi... ...ring you Wild 9.



One of the nice things about video game development is how small concerns can wield respect and influence beyond their size. Big is not always beautiful, and the most creative games often come from compact and focussed teams. Shiny Entertainment are still that, despite expanding in the wake of their two 16 bit hits, Earthworm Jim 1 & 2. Although effectively bought by Interplay, they have retained their creative autonomy, and have concentrated on just two projects: MDK, a dark, 3D action adventure for PC, and Wild Nines, a colourful platform adventure for consoles that has the EWJ spir...

...Megadrive throwback, which they might have suspected after ...ap...ning Saturn version of Earthworm Jim ... disappointing in the sense ...at it offered little that Shiny had not already achieved with the original ... ... had nothing to do with that product ... push-back the ... ...ment, using the spe... ...ilities of the super consoles in graphics handling and effects. They also want to do, loosely, a platform game, a genre which has been very ... supported on Saturn so far (and even ...re so on PlayStation).

...Nines' most ambitious facet is that it is to be constructed entirely from polygons. The main characters are polygonised ... ... hand drawn sketches, and the landscapes are in a 3D environment, a polygon framework ... 'skin' of bitm... ... will unleash the game ... the left eight conventions of games like Clockwork Knight, and even those round regional ones on Saturn.

... ... tools are customised programming ... created by ... them to get the kind of results they want from the operating system for this task, balancing the speed ... ... perspective that polygons offer, with the level of detail they need ... the quality of their graphic artists.

Dave Perry is overseeing the project, which is now scheduled for September ... ... Dave thinks his cavalcade of characters are as good candidates for cartoon and toy ... (Earthworm ... ...

Initial sketches enable Shiny's artists to visualise every element of the game

Why should we parap... ...
Shiny's story behind Wild N...

THE STORY THUS FAR...

... Nines is the story of Wex, our heroin! A 21st Century Earthling ... the Annapolis Cluster in the midst of a galactic war. Fate has brought him together with eight ragtag teenagers whose families have been destroyed by Karn and his tyrannical organisation known as Dominatio...

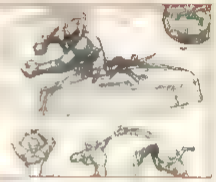
Our tale takes place in the Annapolis Cluster, a spherical entity composed of thousands of inter-connected planets, with six ... ...ro Union. The Cluster (as it is known to its inhab... ... has played host to a galactic war between Karn and ... ...ough to stand in his way. Karn can be best ... ...ribed as an enormous 32b year old face-impaso... ... ...ge (or ... ...we football fields) mounted on the ceiling of his palace ... ...

Will Earthworm Jim make a cameo appearance in Wild 9?

Shiny's artists actually modelled a 3D Wex sculpture

WEX'S STORY

WELCOME TO THE DISASTER



ENTER THE WILD NINES

In his travels with B'Angus, Wex came across a hut like building embedded in a mountain with explosions and screams emanating from inside. The two went for a closer look. When they got to a window, they witnessed a battle between eight teenage "aliens" and a far larger group of soldiers greatly resembling the ones that had attacked his ship months before. Wex, out of sheer revenge, pole-vaulted through a window and into the middle of the building. He immediately began using the Glove and Rig to blow all of the soldiers away. The eight had found their leader. Thus the creation of a team of nine renegade teenagers wild enough to take on an entire galactic army.

THE WILD NINES

MEAN MACHINES conducted an interview with Dave Perry and Tom Tanaka, Wild 9's Lead Designer, via E-mail.

1. How is Wild Nines not going to be 'just another platform game'?
Amazing animation, living worlds and advanced weapons. The "Jumpy kill things with your Eastern" days are over.

2. Will there be other player characters apart from Wex? If yes, will they have individual attributes?
Yep, we are working on a TV show at the moment. There are currently 24 Wild 9's characters. We are trying to get as many as possible into the game.

3. How have you constructed the 3D world for W9? Is it 3D in the sense of NiGHTS and Crash Bandicoot, or do you have complete freedom?
It changes as the need arises. Joypads are 2D and so when you want to [illegible] kick some butt, we fix the control to suit the joypad. If you are in an area that does not require firing, then you get the free [illegible] 3D world.

The female members of Wild 9 Hubba hubba!

4. If it's all polygons, how will you get the level of detail of your sprite games?
It is all Polygons, we use shading and detailed texturing to keep the level of detail as high as possible. The character quality will come from the shape (well designed models), movement (fluid animation) and detail (beautiful texture maps).

5. Earthworm Jim 2 had lots of different game style, like the Zaxxon section and the Peter Puppy rounds. Is this something to be found in Wild 9?
Yes, that is our trademark, you will see this happening in MDK as well. We think it's more fun when playing a game to have something new and interesting in the next level. Every level is EXACTLY the same engine then the game gets boring quickly. Driving games suffer from this really heavily as the development teams think that just having the tracks long enough to keep people playing. The real trick is to [illegible] keep you in a 3D world.

also change the PLAY.
There will be new game twists and turns to please the player, but not so many as to alienate the player from the game. ie. going from a platform game to Tetris.

6. Are you creating rendered sequences or is there some other way of telling the story? (We know you hate FMV)
100% Gameplay. If we do any rendered sequences it will be for our logos or to say "Well Done." Because Wild Nines has a lot of story attached, we feel forced to do some video. I am not being stupid about it, I just believe the gameplay deserves that time rather than following convention.
FMV is an option for story telling, but we are working on other alternatives that are just as "plot informative" and less uninteractive as FMV sequences do.

7. Tell us about some of the planetary locations for the game. How many levels - are they sequential or selectable?
There are going to be around 8-10 levels. They take place in COMPLETELY different environments. The planetary system that you are living in is actually a cluster of planets joined to bit like the basis of a molecule with the bonds connecting them). This means you can go from any planet to any planet yet the culture is very diverse.
Some of the worlds in which the Wild Nines live in are distorted mirrors of our own reality; enough of the familiar to bring the player into their world, enough weirdness to make them realise they're only visiting.

8. Your games have a reputation for being 'goofy' is W9 going to be SERIOUS?
Yes very serious, but with cows.

9. We've heard about this new

wonder weapon called 'The Rig'. Could you expound its powers to us?
A brilliant piece of unexplained alien technology. The RIG is basically a "Matter to Energy to Matter Emitter". A material sample is "fed" into the RIG which then fires a beam of energy at a target making that target take on the characteristics of the "sample" material.

Ie. If a bowling ball is fed into the RIG, the energy beam then fired would cause the target (enemy soldier) to swell into a spherical shape and become rigid, a giant bowling ball. It then can be pushed, rolling over other enemies or even through brick walls. The effect of the beam however only lasts to seconds.

It can also torture your enemy which we expect many developers will employ.

10. We think EWJ2 was a bit easy. Is Wg designed to be harder? What comments about your EWJ games helped you when making Wg?
Wild 9's will be paced so that the enemies' intelligence will watch your play style and adjust accordingly.

11. Are there any features to make you replay the game once you've completed it?
There is more to the game than each game level. Each world has a number of tasks to do, but not all of them need to be explored before the player is allowed to move on to the next world. The trick is, can you solve them all?

12. What's been the most A) rewarding, B) frustrating aspect of working with the 32 bit consoles?
A) The ability to visually, and (hopefully) gameplay wise to do more than what we were confined to in the 16 bit machines.

B) Starting from scratch. A new engine, new software, new tools to write and so on. Getting that same rhythm of development we had in the 16 bit days will take a while to nail down.

13. Are console owners going to see your game and go 'wow'! Or is the element of visual impact not so important to you?
Beat the dust off your WOW! meter.

14. What's the nicest thing you have to say about the Saturn?
It's a very flexible machine, beats predecessor the Genesis Megadrive. You've just got to dive down into it's guts and dig around to make that machine sing.

I have been waiting for years to be able to play arcade games at home. The Saturn is finally making that dream come true.

15. Where do you get your excellent artists?
They find us through the WWW.SHINY.COM website. The most talented are usually the most frustrated, Shiny gives them a chance to really prove their ability unhindered.

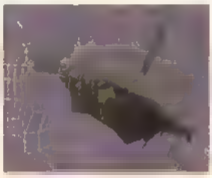
16. What feature of the game in development is most pleasing to you currently?
The look, the feel and the weapon.

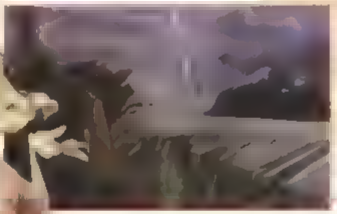
17. When do you think it will be finished?
When we think it is perfect. Which is late Summer '97.

18. Do you not consider a conversion of MDK for consoles too?
A team called Neversoft is converting MDK [illegible] US.

DRAWING ON INSPIRATION

Shiny [illegible] and artists' background [illegible] many [illegible] stroppers [illegible] animation [illegible] butterfly. The eyes [illegible] models, [illegible] men who seek out [illegible] people [illegible] pieces [illegible] such as these [illegible] who draw the characters directly [illegible] computer using 3D packages. Shiny [illegible] through a process of sketching [illegible] characters doing [illegible] positions and then adapting these on the computer. This way we get a much more [illegible] look [illegible] characters. Also Shiny [illegible] spend as much time [illegible] characters, weird and wonderful, who have as much life as the good guys. It's this attention to detail for all aspects of the game world that Shiny think lead a game to be loved by its players.





TICKLE IT YOU RIGGERS

[illegible] The Rig. [illegible] real information on the game [illegible] those about the idea behind the Rig. [illegible] of the problems about the Rig was to make sure [illegible] weapon and not [illegible] was to make sure [illegible] was responsive [illegible] Weapon. [illegible] barely [illegible] different [illegible] RIG [illegible] Weapon. [illegible] needs to [illegible] from the [illegible] Aimed [illegible] create a [illegible] that responds to the [illegible] of the [illegible] appreciate the [illegible] and [illegible] by having [illegible] as players [illegible] are the [illegible] each possible form [illegible] changes as they play. Aside [illegible] the [illegible] that [illegible] and develop [illegible] mechanics [illegible] of these [illegible]

THE SHINY STORY

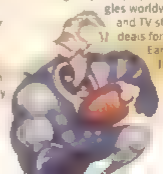
1990: PROBE
Dave Perry started as a programmer at Fergus McGovern's Croydon software house when it was THE place to do arcade conversions. There he worked on...

1992: VIRGIN
His move to Virgin's UK development team produced Mick and Mack, Global Gladiators, and a spiffy platformer that sowed the seeds of his celebrity. After that came Aladdin, a huge hit made with what became known as the 'Dave Perry platform engine'. After that came a move to Virgin's California base for Cool Spot.

1993: SHINY
Dave leaves Virgin suddenly, part way through Jungle Book, another Disney platformer.

License. He takes a sizable share of the staff too, and they form Shiny. The put everything on the line to spend a year developing Dave's own character Earthworm Jim.

1994 FAME!
Earthworm Jim is a huge critical success and a huge hit in the States. Shiny are persuaded to do a sequel for 16 bit consoles but are already looking to the next generation. Shiny are bought by Interplay, Dave wangles worldwide toy and TV show deals for Earthworm Jim.



Capcom's world-renowned beat-'em-up expert, Ed Boon, has been busy working on the latest Street Fighter title. Here he tells you all about it and gives you an exclusive preview!

First Look

Game Name	Street Fighter III
Publisher	Capcom
Developer	Capcom
Release	Out Now (Japan)

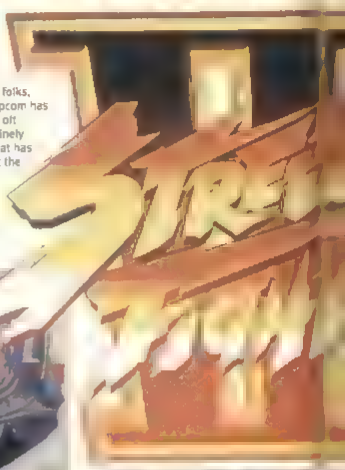
RYU

Ryu still seeks the true essence of fighting. Partly because of his tough, honour-bound personality and non-stop training in the fighting world, over the years his conduct has diminished and become streamlined for only one thing: the fight. He uses a blend of karate augmented with original techniques. Unlike Ken, who favours gaudy attacks, Ryu uses basic, to-the-point moves. Since his one-time best friend became a father, their relationship has grown cold. Ryu's two new Supers are called Shin Shoryuken and Shin Hadoken (Electric Blade Hadoken).

I've been Streetfighter I, this and that since we were just a twinkle in our own pit. After years of waiting Capcom have finally delivered the long awaited sequel and now we are three!

CAPCOM FINALLY UNVEILS STREET FIGHTER III!

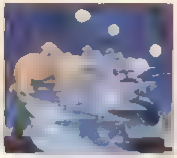
It's the fighting game that beat-'em-up fans have been losing countless sleepless nights over. It's a make-or-break title for Capcom. It's the ultimate one-on-one combat experience and it's almost here! Yes folks, after four long years of research, development and programming, Capcom has at last revealed details and screenshots of its next major project, the oft delayed Street Fighter III. It's a testament to the power of Capcom's finely honed game engine and the playability of the Street Fighter series that has kept fans contented for the past few years. When Street Fighter II set the standard for future fighting games and reinvented the beat-'em-up genre way back in 1991 no one could possibly have expected just how popular the series would be or how long it would run for. Now, after the highs (Street Fighter Zero 2) and the lows (Street Fighter The Movie), Capcom is once again about to reinvent its most prolific video games licence.



ALL NEW CHARACTERS!

Although we've managed to get our hands on more than enough information to fill this three page feature (look for more exclusive SFIII info in future issues), Capcom is still shrouding the Street Fighter III project in secrecy. What we have discovered though is simply mind blowing and so we'll begin with a look at the ten fighting faces accessible from SF III's awesome character selection screen. It's interesting to note that only the Shotokan karate masters, Ryu and Ken, have made the transition from Street Fighter Zero 2 to this superb sequel. The other eight characters are an eclectic mix of inexperienced fighters, tough brulsers and two of the oddest creatures to ever grace an arcade cabinet. We're still in the dark as far as bosses go, hopefully we'll see Vega replaced by someone even meaner, but the possibility of familiar faces such as Sagat and M. Bison making an appearance seems slim considering the 'wipe out Capcom' tactics [illegible] team. On the other hand secret characters are an established part of most beat-'em-ups these days so perhaps Gouki, Akuma or another new face may be lurking within the game.

Capcom says the Saturn and PSX can't handle SF III!

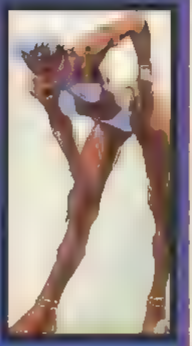


IBUKI

Ibuki is a young high school girl who lives in a tiny village in the mountains. [illegible] lives in it in [illegible] wedding, [illegible] Period. [illegible]

ELENA

Elena is a young girl from the sweeping savannas of North Africa. She [illegible] in France. [illegible] called Hea[illegible] the smallest [illegible]

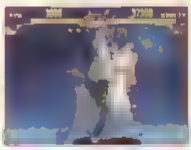


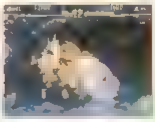
KEN

Ken now lives on the west coast of the United States with his wife Eliza and [illegible] old son. [illegible] family life [illegible]

BASIC GAMEPLAY DETAILS

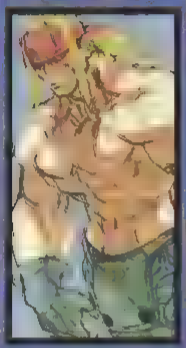
[illegible] fighting [illegible] gameplay [illegible] Players [illegible] Ryu, Ken and [illegible] basic [illegible] sequel and battle against each other in [illegible] gameplay [illegible] using a series of punches, kicks, [illegible] fighting techniques, players attempt to defeat [illegible] opponent within a set time limit. Of course these head-'em-up styles have been around for years now but the fact that Capcom has produced fine [illegible] and added numerous others says something [illegible] game engine.





ALEX

Alex is a youthful, hot-blooded fellow from [illegible]. As a very



DUDLEY

Dudley's father achieved fame as an athlete in British sports. His

and his Super Art is known as

YUN & YAN

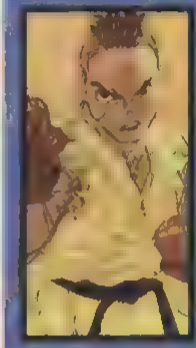
Yun and Yan are twin dragons, originally from Hong Kong, that

point attacks. Apparently, if you play a Yun VS Yun match, one of

SEAN

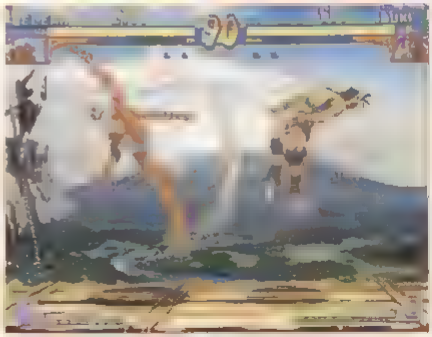
Sean, Ken's student, is a half-Japanese, half-native from Brazil. He fights with a very [illegible]

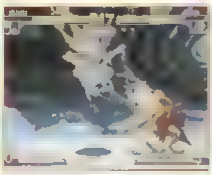
[illegible] and has met [illegible] Ken and Ryu. Sean [illegible] Tech-nique, Shoto no Jutsu, Sean [illegible] and learned [illegible] moves are basically versions of the Hadoken and Shoryuken, the Hado Burst and Shoryu Cannon, and a [illegible] can be a powerful Ken/Ryu style.



NEW MOVES

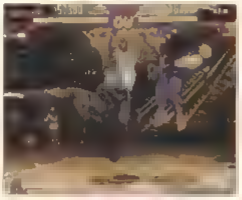
Both Street Fighter Alpha 1 & 2 established Alpha Counters as a new form of block ing and, if performed correctly, players would block an opponent's incom ng attack and counter t with a special move of their own. Our sources now inform us that in Street Fighter III, Alpha Counters have been completely discarded in favour of a brand new blocking system. Details are still sketchy at the moment but we're led to believe that this system will enable players to counter high, low and jumping attacks then respond with an ener gy drain ng attack. It's even possi ble for players to reverse specia moves and Super Arts!





SUPER ARTS

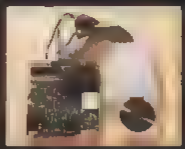
You'll have noticed that this article makes reference to characters having "Super Arts". These are essentially a player's Super moves, performed when a character's Super meter has reached a certain level. Each fighter actually has three Super Arts although only one of these can be selected from a menu which appears once you've chosen your world warrior. When you perform a Super Art, the background will warp and there will be a burst of colourful animation usually followed by your opponent flying across the screen in agony. Discovering each character's Super Art should prove to be one of the major challenges when Street Fighter III is released over here in early March.



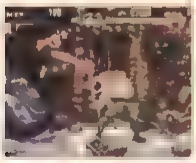
NEXT MONTH

According to our contacts in Japan, a virtually complete version of Street Fighter III went on test at the Chateau EX arcade in Osaka on December 24th 1996. Capcom is keen to gauge player response and will only release the finished game when it's perfect. Once we've had some real hands-on experience with the finished game we'll bring you an updated preview bursting with the latest information on Capcom's phenomenal beat 'em-up sequel.

STATE OF THE ART



Street Fighter III will be the second Capcom game to utilise the company's brand-spanking new CP-System III arcade board. First seen strutting its spectacular stuff with the fantasy beat-'em-up, War-Zard, CP-System III is the perfect showcase for the latest in the Street Fighter series. Due to the high specs of its hardware, SFIII will feature multiple layers of parallax scrolling, transparencies, backgrounds changing from night to day and some of the smoothest animation ever seen in a video game. In fact our sources tell us that the animation in SFIII is as fluid as anything Disney has produced in recent years! The other notable feature of this improved cutting hardware is the fact that certain game elements, such as background music, are loaded straight from CD providing crystal clear tunes to accompany your on-screen mauling. We've also discovered that each character has six costume colours, there are multiple levels to some sections (similar to certain stages in X-Men), players can now 'dash' toward their opponent and there's all-new Capcom artwork to drool over when players win or lose a match.



ORO

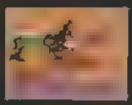
Oro is a bizarre 140-year-old hermit who lives in the wilds of the Amazon jungle. Though he has Japanese-style moves, his origins remain shrouded in mystery. His only known link to Capcom's Street Fighter series is that he is guaranteed to fight Ken whenever he is presented in Ken's normal costume. Oro's other moves are Kasumi, a projectile; Onbuyaimo, a projectile; and Jinchoeyami, a kick move. His Super Arts include Kasumi Kiri, Super Tornado, a Super in which he attacks a nearby enemy with a tree, and Yagyodenin, a Super in which

NECRO

Necro is a genetically "enhanced" cyborg from Russia, who was experimented on by a mysterious man named [illegible] Gill. Necro escaped from the lab, [illegible] Gill will [illegible] Dhalsim, [illegible] Chun-Li, [illegible] Zangief, [illegible] Guile, [illegible] Ryu, [illegible] Ken, [illegible] Sagat, [illegible] Balrog, [illegible] Vega, [illegible] Sakura, [illegible] Bison. Necro's Super Arts are a blow called Hindrance, the Electric Snake, [illegible] Storm. Necro should prove to be a popular character with players as he's a truly unique character with some [illegible] moves.

SwagMan

Game Name	Swagman
Publisher	[illegible]
Develop.	Core
Release	March



"The Swagman Connection"

Once upon a time, the land beyond sleep
the Swagman,
Prince of Nightmares, King of the Dark
went creep, creep, creeping
out [illegible]

He crept through the [illegible]
and into the nightrooms of children
who lay snug and warm in their beds.

And pricked them with fingers of ice
[illegible]
of monsters and trolls and dark corners
and things that go bump in the night.

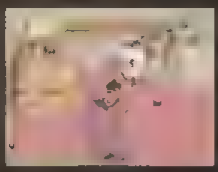
And the terrors came out of their slumber
from the places they slept in the day
and danced and sang and made mischief
while the Swagman went creeping away.

Went creeping away into nightrooms
with his licorice legs and his whisper
and his witch hat and fingers of ice
and his horrid banana moon smile
and his breath of bitter sweet spite.

Until the Dreamdew blew out from
its palace
its palace of rainbows and sun-rays
and flew through the dark and
the shadows
and flew through the night and
the day

Dropping a bright rain of Dreamdew
to banish the terrors away

Could this be the Nightmare after Christmas?



Okay, so it's not exactly Wordsworth, but you get the idea behind Core's latest Saturn production, Swagman. And what a mammoth production it's been, with development lasting a whopping three years, whilst the likes of Thunderhawk 2 and Tomb Raider have rolled out with the minimum of fuss. Every developer has one constipated project and Swagman has been Core's.

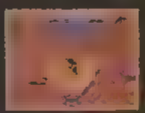
The main programmer, Chris Long, has been quick to point out that it's not down to the massive [illegible] project that turned out to be so busy at Sega. It is that Core's going to [illegible] Richard [illegible] out of [illegible] with the dark [illegible] of [illegible] The Nightmare Before Christmas and the [illegible] forced-perspective [illegible] Zelda series of games.

The other influence they cite is [illegible] which unfortunately was more of a [illegible]

They liked the hungover and fast-paced playability [illegible] depth and progression offered by Zelda. Three years [illegible] creating their own level editor to handle an overhead view [illegible] the barrage of 3D exercised in PC on the 32 bit consoles ("nice demo... gameplay"), they are still fans of 2D games.

THE MARE INTO DREAM?

Are you reading comfortably? Then I'll begin. Once there were two children, Zack and Hannah, who lived with their parents in a town called Paradise [illegible]. Now, Zack and Hannah, like all girls and boys would occasionally have bad dreams. [illegible] happen when Swagman comes to visit. But [illegible] dreamfilled [illegible] and sprinkly dreamdew, and [illegible] dreams would vanish [illegible] night, the Swagman came out his [illegible] to capture the [illegible] would [illegible] of the world's children and [illegible] would never [illegible] way. [illegible] and Hannah were [illegible] to [illegible] Wow. Story, isn't this also the plot for Sonic's Nights? Already. The [illegible] from seven slightly [illegible] by the [illegible] Between the two game plots [illegible] couldn't [illegible] Despite the [illegible] similarities, the game's share little in common. In [illegible], they don't care much for [illegible] smart.



It's a lovely [illegible] for Saturn's [illegible] beautiful [illegible] Thankfully though, Uncle Wobbly, as the Swagman is [illegible] says Richard.

THE NIGHTMARE BEFORE FACTS

Swagman is set in two main areas: the realworld and the dreamworld. These in turn, are sub-divided into 16 main areas (each with their own background [illegible] sets), using [illegible] scrolling to create a [illegible] of numerous screens. These levels are [illegible] into a series of [illegible] that [illegible] the two [illegible] Starting in the [illegible] dreamfilly is [illegible] with [illegible] additional [illegible] to progress [illegible] to [illegible] there is [illegible] the game. The [illegible] of the early part of the adventure [illegible] Zack and Hannah [illegible] the game starts in their bedroom. Using [illegible] in their house [illegible] to successive [illegible], they eventually acquire [illegible] to enter the [illegible] — Swagman's [illegible] island. There [illegible] assume the form of a [illegible] a spindly [illegible] standing form [illegible] that [illegible] [illegible] new destructive powers. The [illegible] that [illegible] so that [illegible] [illegible] Terrorfilm levels as you [illegible] Fangs.

of the Swagmanhouse, which acts as [illegible] latter part of the game.

Just some of the nightmare creatures dreamt up by the Swagman team.

THE [illegible]

Playing with two kids is an important aspect of the game. Both characters share se[illegible] others exclusive to themselves. Also, [illegible] make them act co-operatively usi[illegible] pressure pads. Za[illegible] and Jun[illegible] has a Fis[illegible] weapon[illegible]

[illegible] for special [illegible] Sprites. She teams [illegible] with a ghostly friend at specific points of the [illegible] where they temporarily switch [illegible] drains dreamdew.

[illegible] MAKE IT THE [illegible]

Game [illegible] has occupied the team's min[illegible] throughout the project. The main challenge for creating a fairy[illegible] is keeping it fresh and the player [illegible] approach [illegible] is to have several parallel tasks [illegible] through the [illegible] by finding [illegible] objects. One of these tasks is the [illegible] scattered [illegible] leg, gap [illegible] bridging) and some [illegible] will require you to [illegible] in numerous [illegible] of stages [illegible] trick [illegible] dreamdew [illegible] and creepy source elements [illegible] ts. As they [illegible] to power [illegible] Things. The [illegible] represented by [illegible] this novel form [illegible] by finding [illegible] people and [illegible] animal [illegible]

BY THE PRICKING OF MY THUMBS

Dozens of enemies have been designed to thwart the sprogs in their bid to reach the boss creature for each zone. Each has been lovingly rendered on Silicon Graphics machines, but the sprite [illegible] have a hand drawn, not digital feel, [illegible] in many ways to the dark, fantasy style of [illegible] films (particularly stop-motion an[illegible] creature, The Nightmare B[illegible] The creatures are lurid and garish rather than [illegible]. Certain [illegible] skeletons, like the red and green [illegible] each has its own [illegible] terrors. Using [illegible] with the environment, the [illegible] and [illegible] of Dr Dan [illegible] Lobby, for instance. The two player characters have [illegible] though a few minor revisions from the [illegible] phase, to [illegible] them so look right, and to work in the confines of the game engine. Other hostile [illegible] have been added, but the polychrised pool [illegible] found in the level [illegible] house. The occasional polygon effect [illegible] up to two [illegible] at a time. With [illegible] to go.

Loaded, undoubte[illegible] of the high[illegible] solution [illegible]yes.

[illegible] THAT [illegible] IN THE NIGHT

Fans of Tomb Raider's music will be intrigued that its composer, Nathan McCree, is now scoring Swagman. All but four tracks are [illegible] and those we heard are dreamy, [illegible] really suit the pace and [illegible] tracks will be com[illegible] [illegible] to be [illegible] and more intense [illegible] says Heaney, of [illegible] player up for the final [illegible] frontation. Sound FX [illegible] Heaney and Mar[illegible] [illegible], who wrote the score for Shellshock and Thumbelina. The idea of sampled sounds for the characters [illegible] to be dropped, as Heaney says it's [illegible] to reverse the game's [illegible] amount of text in English, French, German and Japanese.

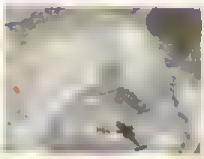
IT'LL BLOW
YOU AWAY.
10 COMBAT VEHICLES.

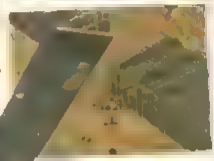
Despite being the [illegible] of the year, it's [illegible] big features on a host of top, varied games. And Doom...

Game Name	Soviet Strike
Publisher	Electronic Arts
Release	February
Game Style	Shoot 'em-up
Control	Joypad
Background	[illegible]

[illegible] the hammer and sickle [illegible] Soviet history was supposed to have ended. **Somebody forgot to tell the madmen.**

The truth is, as long as there are parades and big hats, there will be a queue of thugs and lunatics wanting to be master of the world. The Strike team have seen it before, in the Gulf, the jungle, even America. The scene is now Russia, destabilised by the last decade's political turmoil. The amount of old Soviet weaponry lying around, and the abundance of lazily secured nukes makes it the ideal flashpoint for a global conflagration that could lead to world war. Strike anticipate this. You have been posted to the region on a five campaign tour of duty. On the ground intelligence is being supplied by Andrea Grey, a hard-as-nails Strike Agent posing as a news reporter.





ON-LINE

Your intelligence facilities have improved greatly since the days of Desert Strike. As well as a strategic map, detailing all friendly and enemy positions and pick-ups you can download audio visual briefings about every aspect of the mission, background details of weaponry, advice on how to tackle your objectives. This is a live operation – in addition to your briefings, you will receive video and audio transmissions as you proceed, alerting you to any change of plan or discovery. It's your choice whether to act on these.

SOVIET STRIKE

OUR MAN IN THE FIELD

Your co-pilot is Nick Arnold, but he spends more time running around on the ground than in your chopper. Nick's a maverick, and likes to do his own thing. Sometimes this is a help, other times you have to save his ass from a tight situation. You'll be rescuing Nick from POW camps, dropping him off for covert missions, and working in tandem with his ground actions. He's your eyes on the ground, especially during the Black Sea mission, so you'd be wise to accept his transmissions.

This is a graveyard. Hope there's room for a few more Communists

DEMOLITION DERBY

Soviet architecture was never that pretty, so feel no remorse for the large amount of buildings you are about to trash. However, there are a large amount of impressive period structures, like castles, villas, cottages and windmills upon which you can vent your wrath. Destroying buildings which are not prime objectives often yields rewards as heavy contain extra fuel, ammo and armour repair not marked on the strategic map.

EA Russia should do the follow up: America Strike.

LITTLE PEOPLE

The pawns in this high-tech game of chess are the soldiers on both sides. Although they pose little immediate threat to your chopper, you should keep an eye out for enemy artillery and soldiers of the allied forces. MIAs (Missing In Action) should be hoisted whenever possible and removed to a safe landing zone, where their rescue is converted into extra armour points. Enemies and civilians often spill out of exploding vehicles and buildings (looks hilarious) forcing you to make reflex reactions

DREADED SNAFU

Being downed is just one way to lose the game. The dreaded SNAFU is an even greater threat as you are offered no second chance. It stands for 'Situation Normal All Fouled Up', a military term used when events make completion of a mission impossible. These can range from letting Nick Arnold get killed to allowing the destroyer to escape the Black Sea. Avoiding a SNAFU is a large element of the strategic side to Soviet Strike.

CAMPAIGN: CRIMEA

The mountainous regions of the southern caucus are the wintry setting for this campaign. Hostile elements use the cover of steep valleys to set up command and training operations, whilst holding prisoners in three large POW camps.

OBJECTIVE: DESTROY RADAR
A simple precursor to your other objectives, knocking out their electronic 'eyes'. If you can't overpower these makeshift sites, give in now!

OBJECTIVE: FREE P.O.W
There are three camps in various states of security to destroy. Rescue Nick Arnold, your agent and co-pilot from the first, and drop him off at the bulldozer drop zone. He'll use the machine to bust open the second

OBJECTIVE: ENEMY COMMANDER
At the centre of the main valley is a quaint, picturesque town – a haven for international terrorists – more like! Reduce the hiding places to rubble then scoop them up. Some wait resignedly to be winched, whilst others make spectacular bids for freedom

OBJECTIVE: STRIKING CAMP
Fanatics prepare for battle, taking out their fury on cardboard targets. Give them something to really have a pop at, and take out their power facility for good measure

OBJECTIVE: VILLA HQ
Whoever called this grand chateau a villa has a sense of humour. How many villas do you know with a tank park in the grounds? You can even the odds slightly by taking out some of the guards when they pop down the village boozer. Then drop Nick off to do his thang before getting both your asses the hell out.

UP YOUR ARSENAL

We've raided the Strike Files to come up with an incomplete list of the kinds of equipment you will be up against

ZSU
A formidable mobile Air Defence weapon used to protect convey columns. 'Zeus' has four 23mm guns which inflict slight damage
(Armour: 50 Weapon: 5)

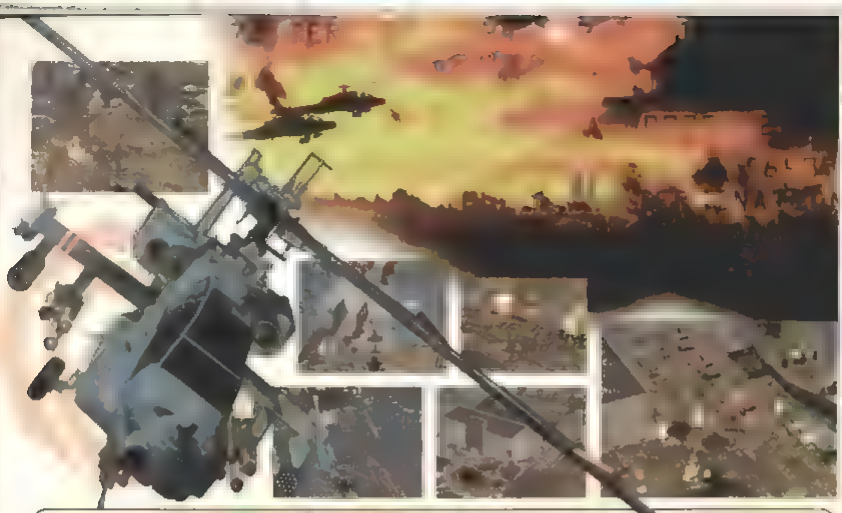
GASKIN
A mobile missile battery, with four launchers. Best used in conjunction with a radar. Gaskins are slow to reload.
(Armour: 75 Weapon: 25)

HIP-H
Seriously nasty old style missile launcher whose 10 warhead salvo can reduce you to scrap in seconds. Use the delay in targeting to punch back
(Armour: 50 Weapon: 40)

HIND
Top rate helicopter opposition, employed directly against you. The best place to take on a Hind is when it's still on the ground. Don't take chances – use sidewinders
(Armour: 150 Weapon: 25)

GANEF
A fixed missile launcher, good distance and accuracy (with SA-4 radar). Dodge the lethal shot and counter during the lengthy reload.
(Armour: 75 Weapon: 150)

ARROSAN SLED
Target practice. These fast moving ice terrain vehicles have no tactical significance but are fun to annihilate
(Armour: 10 Weapon: 1)



CAMPAIGN: BLACK SEA

'Grand Theft Aircraft Carrier' says Andrea. She's such a wag! You're scouring the coastline of this toxic 'resort' that makes Blackpool look like sunkissed Polynesia. Your hitherto dependable mate backup seem to be making it up as they go along with detours round targets and some mad secret agent with a funny accent taking you on a wild goose chase.

OBJECTIVE: TRASH THE DOCKS

The main dock buildings and the berthed ships must be destroyed, but there are pockets of your own men under pressure. Retrieve!

OBJECTIVE: NEUTRALISE CARRIER

Your chance to make the biggest chicken Kiev of them all, by penetrating the frigate, helicopter and gunboat escort of this Leviathan. Pluck a defector from the sea and examine its weakness.

OBJECTIVE: DUMP MISSILES

Several uncomfortable moments with a nuke strapped to your underbelly. Winch these out of their carrier barges and dump them in the water quick!

OBJECTIVE: BATTLE-[illegible]

The one remaining piece of fleet is making for open water. Engage it at the strait in the south-west, all guns blazing.

[illegible]

A Soviet standard [illegible] the 'recon' vehicle. Not especially dangerous, but numerous and can be modified (BDRM-3) to carry missiles.

(Armour: 75 Weapon: 10)

SPEEDBOAT

Pleasure craft cus[illegible]ts Vlad's Black Sea forces to carry SAMs, machine guns and sun loungers. Tricky to pin down.

(Armour: 50 Weapon: 75/10)

AAA

Fixed units scattered around sensitive sites. Comes in two flavours, light and heavy armour. Naturally, it's the heavy ones that should most concern you.

(Armour: 50/75 Weapon: 5)

SCUD

Long range missile delivery system made famous by the Gulf War. Not accurate enough to be strategically important, but we don't recommend you attack from the front!

(Armour: 300 Weapon: n/a)

T-55

WW2 throwback but show some respect. Large numbers of these shore up the regimes of the Middle East. May be used as an infantry carrier.

(Armour: 125 Weapon: 25)

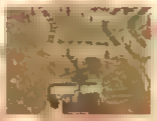
SKAR

Box salvo rocket system. Vicious. Intel recommends you disable it by attacking its attendant ammunition trucks.

(Armour: 150 Weapon: 40)

CAMPAIGN: CASPIAN

Just like old times – aggro from the tow[er] heads. Some 40 miles north of the site of your memorable encounter with Kababa'n Desert Strike is the scene of an invasion by the crazy madman's moustachioed soulmate (instigated, of course, by Shadowman). This pressurised mission offers something new – moving targets. The ceaseless push by the armoured columns of Savada must be halted at all cost. Relying on a single helicopter is optimistic; this time you have help on the ground.



TACTIC: SLOW THE ADVANCE

One way of slowing the invasion force is to aim for its fuel and supply vehicles. Taking these out will require skill and bravery, as they are at the heart of the columns.

TACTIC: [illegible] THE PACKS

You have three support columns, each led by a Commander – Delilah, Bessus and Nimrud. Their troops will not move without their command, and unless they are in position, it will be too late. Airlift each of the commanders to an observation post. From there they will harry the enemy and call their own forces into battle. Get them there ahead.

TACTIC: SABOTAGE THE COLUMN

Try every trick you can to buy more time. Detonate the fuel drums as the tanks pass by and you should even up the odds slightly. Once your own tanks have crossed, wreck the bridge on the right flank.

CAMPAIGN: DRACULA

Transylvania, the Count's fabled stomping ground, but now no more than a tourist stop for your average Soviet nuclear physicist. The land is positively glowing with the effects of power plant mishaps, posing a threat to your Apache's integrity. A reactor has gone into meltdown, your overall programme is to bury it safely in the nearby salt mines – but that requires skilled manpower.

OBJECTIVE: FREE THE 'PATIENTS'

The region's local despot, 'Mad Dr Ukrainean' holds nuclear scientists captive using the front of an old Soviet mental hospital. The hospitality isn't up to much. Blow it apart to rescue Nick and the local good guy, Ivan.

OBJECTIVE: CLEAR SALT MINE

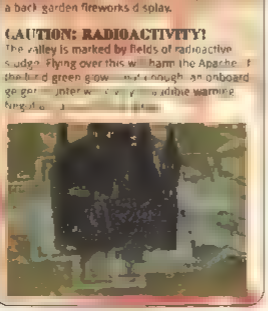
Fairly enough men from the Sanatorium to the site of the old salt mine to create a pit large enough for the reactor core... unfortunately, enemy intelligence know what you're doing, and they will try to gun enough of your team down as SNAFU the campaign. Cover them!

OBJECTIVE: GET THE CORE

[illegible] plant is about [illegible] from the mine. You might want to leave these, eliminate local defences and remove the core from the main building. Act with restraint, or you may set off an explosion that will make Chernobyl look like a back garden fireworks display.

CAUTION: RADIOACTIVITY!

The valley is marked by fields of radioactive sludge. Flying over this will harm the Apache. The bubbling green goo [illegible] an onboard geiger counter will [illegible] audible warning. Simple [illegible]



FINAL CAMPAIGN: MOSCOW

Objectives assigned. We can bring you an of intelligence pictures that will give you a taste for the Moscow campaign. You'll be slugging it out amongst the tourists and the hardliners for control of one of the world's most important cities.

scores

GRAPHICS 87

A novel approach has been taken with digitised scenery detail loaded in mid game. Overall, it works with a convincing scenic backdrop to the missions, but the vehicle display is a little jerky.

SOUND 84

Apart from the music there is sucks, but the use of effects and 'transmissions' is superb and enhance the atmosphere and plot understanding.

PLAYABILITY 91

Something about Soviet Strike is off putting for the first few hours, then you begin to appreciate where all the work has gone, and you are fully advised to the controls and display.

LASTABILITY 85

The later missions are impossible without some serious thought and trial and error play. There's a lot of quality gameplay here but it's not the hardest of the series by some way.

overall 90

comment

MATT

I have to admit I was curious to see where EA would take its highly successful Strike series, after shenanigans of Urban Strike, in terms of both setting and game mechanics. Fortunately, Soviet Strike takes the back-to-basics route by ditching alternate vehicles and multiple craft capabilities for a more familiar feel which I know fans of the original game will appreciate. The extra development time and effort that's gone into this game have been well worth it as graphical inadequacies and some annoying early gameplay quirks have been ironed out, resulting in a finely honed finished product. That's not to say that Soviet Strike is a perfect game though. The texture mapped backgrounds look great, based as they are on actual topographical maps, but rotating your helicopter over this visually rich landscape often results in a slow frame rate and jerky movement. On the plus side, presentation is second to none with TV style cut scenes, blip verts, audio-visual transmissions and simulated Internet access giving Soviet Strike the final professional polish it needs. Complicated, engrossing missions will no doubt keep fans of the series happy for ages but I worry that newcomers might find the fast paced Strike world a little tricky to get to grips with. However, stick with it and you'll find Soviet Strike every bit as explosive as its predecessors.

GUS

For many people, Soviet Strike was not quite what they expected, and the reception has been appreciative but not over enthusiastic. I'd agree that visually, it's a slight let down, but play it and you'll discover one hell of a game in there. Clearly, the main objective has been to retain the basic gameplay of the three previous Strike games, and add more depth to the mission structure. You'll be shooting and winching as before, but from a new rotating perspective. The alternate perspective makes targeting very difficult. Surprisingly, there are no new weapons, and no other vehicles, like the Jeep Strike Megadrive games. But the missions are superbly thought out with objectives that force you to think tactically, yet give you the freedom to develop your own approach. You can tackle option of sub-missions as well, if you explore the play area. Graphically, there are some superb areas (Caspian and Moscow Strike esp.) but some times the resolution seems quite low and there's a distinct jerkiness to the update, especially when turning in areas with lots of detail. The level of animated detail for vehicles and infantry makes up for this a little. In the end, the value is in the gameplay and after a couple of days I really got into it (although it won't take as long as some of the previous Strike games to complete).

SOVIET STRIKE COMPETITION!

GREETINGS KOMRADES!

We brothers of the Republic are a bit miffed to say the least by our portrayal in EA's new smash-hit helicopter arcade game, Soviet Strike. Why, it's back to the old days of Commie-bashing that your 'President Raygun' was so fond of. Did we not let Cliff Richard come and play Moscow? We'll even set up a Red Square gig for the Spice Girls if it persuades you we're not all Haters of the Free World.

To make amends, and to show you the long documented generosity of us Eastern Europeans, EA has sorted out a superb Soviet Strike competition for you to enter, worthy of a 90% scoring game in MEAN MACHINES. The reviewers were blown away by the levels of detail and the cunning mission structure of Soviet Strike.

You can win one of ten copies of the game and a Soviet Strike T-shirt, and one lucky Proletarian is going to walk away with a decidedly bourgeois prize: A REMOTE CONTROL HELICOPTER! This state-of-the-art piece of Western engineering will be a joy to use and get all you chaps you say?) komputer nerds ki out of doors for once.

HOW TO ENTER:

It's easy to take part. All we want you to do is tell us **the name of our beloved President of the Russian Federation.** At this date (16th January 1997) that is, as who knows what can happen in affairs of state? Write his full name on a postcard and send it by People's Mail to:

'I AM PEOPLE'S ARMY — TAKE HIM AWAY' COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON.

There's a short entry time for this competition, as we are moving. Please ensure entries arrive by 30th February.

Our normal competition rules apply. Winners will be selected at random from correct entries. No members of the KGB may enter. The editor's decision is final, no correspondence will be entered into. There is no cash alternative to the prize on offer, although trips to Siberia can be arranged.

You've seen the review - now blag a copy in the compo.

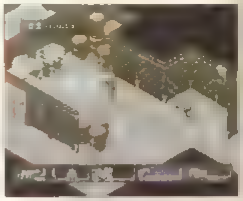
Game Name	Crusader: No Remorse
Publisher	Electronic Arts
Release	February
Price	£39.99
Game Style	Action
Import?	Multiplay?
Players	
Control	Joypad
Background	A conversion of EA's 1995 PC action shoot-'em-up

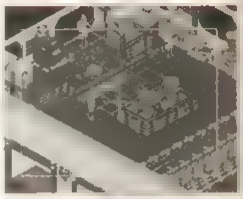
When there are no alien invasion fleets available to take over the world, you can be sure that there are at least seven evil futuristic corporations waiting patiently to have a go.

Once such jumped-up Plc is the WEC, which has assumed a position of world dominance by the time-honoured method of being really shifty and bribing high-ranking government officials with large wads of cash. Of course not everyone is too keen on this state of affairs, so they've formed the snappily titled Resistance to or... resist the WEC. Led by over-enthusiastic American army types with fat cigars, the Resistance lead covert operations against the WEC using teleporter pods located deep inside enemy bases. And who better to lead the Resistance's missions? That's right pal, you've drawn the short straw! You control The Silencer, an armoured, and noticeably bright red, WEC operative who has recently defected to the rebels.

SOLO FIGHTER

Crusader is essentially an isometric shoot 'em up, puzzle elements also creep into the fray. Switches must be activated to drop laser force fields or open remote doors. Sometimes accessing a computer will give you a security camera view, showing a door opening. All you have to do then is find the door. Keypads control access to some areas and the codes for these pads must be located. On other occasions, the Silencer will take control of an ED-209 look alike which can shoot objects that would normally be out of reach. There are times when it's not at all clear what you have to do next to get out of a room, but these puzzle elements certainly add plenty of variety.

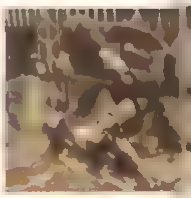




These black and white pictures are in game security camera views. We didn't foul up and use Mean 16 shots, honest!

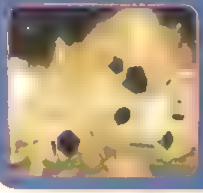
CRUSH

NO REM



Why's everyone so flippin' violent in the future?

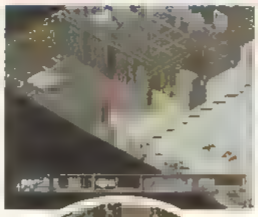
IS THAT A HAVANA IN YOUR POCKET...

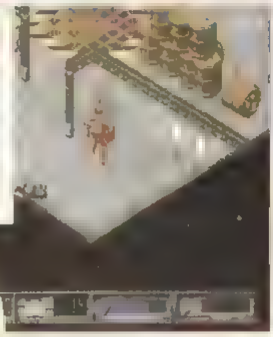


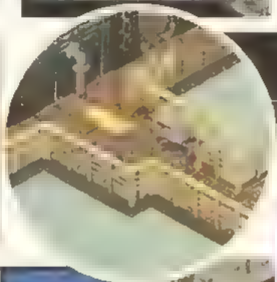
Mention has to be made of the video clips in Crusader: No Remorse, mainly because [illegible] your mission commander is [illegible] proper on a big fat cigar, and he's [illegible] buddy-buddy and seemingly [illegible] American. You'll later encounter a sapper's smoke [illegible] announced by a woman who [illegible] may not be a WEC [illegible]

THE [illegible]

There are two distinct ways of moving the Silencer around each level. The first, Relative, uses Up and Down on the joypad to move backwards and forwards, and Left and Right to turn on the spot. The other mode, Absolute, simply sends the Silencer in the direction the D-pad is pressed. You can flick between modes in-game, and it seems that Absolute is best for movement while Relative is preferable when accurate aiming is required. The other controls are also complex. Every button has a function, and by holding down the top shift buttons, more functions are made available.

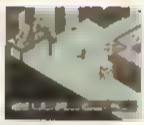


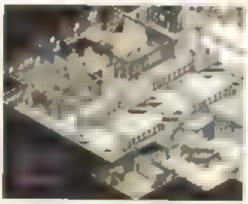


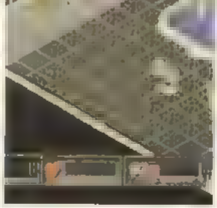


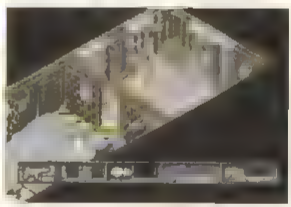
CREMATION FOR BEGINNERS

[illegible] shot, [illegible] and to cruise [illegible] ground to slowly spreading [illegible] of explosive [illegible] goes on to [illegible] [illegible] another [illegible] on to run [illegible] [illegible] many [illegible] enemies [illegible], until at the [illegible] [illegible] [illegible]









A veritable array of weapons are available to Crusader. You'll have to scavenge though as not all of them are always available. The standard machine gun boasts rapid-fire, and so chews up ammo. An assault rifle type weapon is slightly more powerful but has a longer reload time. Assorted laser weapons use power from your shield energy, while rocket and grenade launchers are capable of taking out even the hardest enemy mechs.

HE'S NO GOOD TO THE DEAD

Hi, my name's Boba Fett from Star Wars

Hi, I'm the Silencer out of Crusader: No Remorse

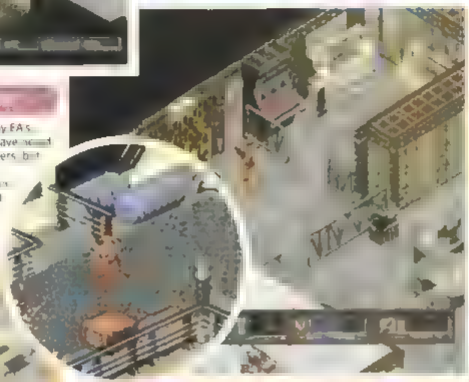
Love the sci-fi Star Wars phenomenon amongst us couldn't help but notice the main character running in episodes two to three bears slightly more than a passing resemblance to the infamous Star Wars bounty hunter Boba Fett. Except the Silencer wears a sexy red outfit instead of a smartened old green one. Maybe they don't have decent tailors over in that galaxy far, far away.

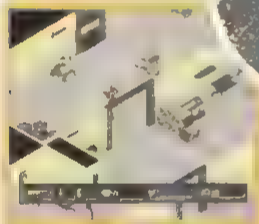
WHERE ARE YOUR REBEL FRIENDS NOW?

Between missions, the Silencer [illegible] base to [illegible] and John [illegible] ship.

ORIGIN

Crusader: No Remorse was developed by EA's mates at Origin Systems. You may not have heard of them as they're primarily PC developers, but they're also responsible for the Wing Commander series, the latest incarnation of which starred Mark Hamill and cost millions of dollars to make! Crusader originally appeared on PC in late 1995 to some critical acclaim (some people liked it!)





MATT

Yep I thoroughly agree with Steve on this one (a rare occurrence at the best of times!). Crusader: No Remorse is a fine product but it does scream PC at you. Now that's not necessarily a bad thing but I always worry when PC titles are converted to consoles. Whilst the original may have been a fantastically playable tour-de force of visuals and spot on game play, the Saturn and PlayStation versions are usually watered down shovelware, rush-released to make a quick buck. "Yeah, this was great on my PC" your mates will say, and indeed it probably was but the fact remains that most PC-to-console titles are a bit of a letdown. Fortunately, Crusader: No Remorse hasn't really suffered in translation. FMV sequences are poor but that's down to the Saturn's capabilities. Although there are more than a few similarities between EA's hole and Konami's most isometric shoot 'em up, Project Overkill, my vote goes to Crusader: No Remorse. The combination of frustrating puzzle elements and blasting action should keep you busy for a while even if the game itself is hardly ground breaking.

STEVE

Blimey Crusader: No Remorse really has appeared out of nowhere. I have to say that my first impressions were not too favourable, as the controls are so complicated and, initially at least, the system used to operate switches is baffling. It also doesn't look all that hot. There are some nice features, and the graphics on the whole are detailed, but it just doesn't scream "Saturn game" at any volume. Despite these negative factors I was soon hooked by the combination of shoot-'em up action and a simple puzzle element. Don't expect anything mind bending, most of the puzzles simply involve finding keys and switches, but it certainly adds some variety to the gameplay. Crusader: No Remorse is a bit of a weird specimen; it looks rough sounds a bit rough and is a bitch to control, but it's quite enthralling in it's own little way. It's by no means an essential purchase, but if you're fed up waiting for Bedlam you could do worse. Although I wonder what EA is playing at by rush releasing an eighteen month old PC game.

SCORES

GRAPHICS 70
Although there are some nice touches, the overall impression is that Crusader's graphics are stuck somewhere between Megadrive and Saturn standards. The animation is also a bit dodgy in places.

SOUND 79
The music is a combination of passable video game techno and pompous military style tunes which is a very strange mixture. Some of the sound effects are dubious and there is some choppy audio on the FMV clips.

PLAYABILITY 80
Because of the complex controls, Crusader is not that easy to get into. Getting the hang of the two movement systems could also take a while. The controls remain awkward, but you feel compelled to play on.

LASTABILITY 85
With four difficulty levels and over ten large missions to blast your way through, Crusader will take a while to complete. Some people, however, may get frustrated by some of the less obvious puzzles.

Overall 82

COMMAND AND CONQUER

PLAYER'S GUIDE

Got a slight ego problem? Ever been accused of being a megalomaniac? Well Command & Conquer is definitely the game for you! Our resident tipster, Phil Dawson, discovers war is hell...

SOLDIERS TRAINING

[illegible] pist[illegible] we've [illegible] there are three things [illegible] Psygnosis [illegible] they now [illegible] been the best [illegible] Christmas [illegible] they'd bought the latest issue of MEAN MACHINES SEGA and 3 Game down to your local software shop and purchased a copy of [illegible] mand and Conquer. With these three tasks complete you're ready to find out just where you're going [illegible] the [illegible] perfect warrior.

ONE MISSION PASSWORDS

[illegible] has a basic strategy guide that gives you information about the various missions and munitions available for both the GDI and NOD forces. Because of the vast amount of missions it would be impossible to help every level from each disk on just four pages. So if you find yourself stuck here's a few of the passwords for some missions that I

Mission 5	D69BJ10AJ
Mission 6:	LCTL6D03P
Mission 7:	BKYJ6Q2CD
Mission 8:	OSKUUK6HX
Mission 9:	WW4HWIA3
Mission 10:	0ZWO53T3T
Mission 11:	WWMVVNVXP
Mission 12:	4L2RI96JQ
Mission 13	4L299NJDW
Mission 14:	DQRUAZ58W
Mission 15:	UYV0XP63M
Mission 16:	EQRGN2JX5
Mission 17	X0FJIEZ5F
Mission 18:	6M7UH52PM
Mission 19	6M7C8JFJ5
Mission 20.	WH0Q1Z401
Mission 21.	0DGYNAGT7
Mission 22	4L29BWIAP
Mission 23:	KBAPUCM0X
Mission 24:	5CUZHSYT3
Mission 25	[illegible]

GDI: GLOBAL DEFENCE INITIATIVE

Mission 2	OBK0S97W5
Mission 3	A6MGEHM8T
Mission 4	TGDD2AM6Z

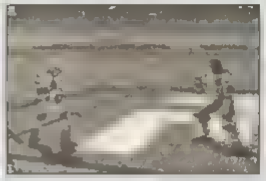
WHAT'S THE DIFFERENCE BETWEEN GDI AND NOD?

The GDI (Global Defence Initiative) task force are the good guys of the game and rely on brute strength rather than the cunning tactics of the Brotherhood of NOD. The first thing you'll notice about the missions is that the GDI disk seems to be slightly easier than the NOD disk. Also, the vehicles such as tanks are much smaller than the GDI's. They are cheaper, which means that you should build loads and attack the GDI like a swarm of killer bees.

MEAN 16

ORY· MAIL· Q&A·TIPS· GUIDES ·DIRECTORY· MAIL· Q&A·TIPS· GUIDES ·DIREC

Welcome readers to another start-studded edition of Mean 16. I've been very busy on the Internet quite recently discovering loads of cool tips for the hottest titles out at the moment. Thanks to everyone who has sent in cheats and hints this month, but because of the massive amount of tips gathered from the old information superhighway there's just not enough room to print your cheats in this issue. Don't fret though as they'll definitely make an appearance next month. Oh! Before I forget, if Daniel Dennis from Elephant and Castle is reading this, I'd like your tactics for C & C please. Send your tips to MEAN 16, MEAN MACHINES SEGA, 30-32 Priory Court, Farringdon Lane, London EC1R 3AU



SATURN TIPS

FIGHTERS MEGAMIX

VARIOUS CHEATS

Although we only just received our copies of this amazing Amiga beat 'em up just in time for Christmas, we've already discovered loads of cool secrets for you to try if you own an import copy.

CHOOSE SCHOOL GIRL HONEY

First, you must beat the schoolgirl version of Honey. Then, at the character select screen move to Honey and press X or Z. X is her red outfit and Z is her blue costume

NO DAMAGE OPTIONS

After 500 (!) games played, you will get the 1P No damage and 2P No damage Options

MUSIC SELECT IN TRAINING MODE

Hit Start to access the moves list and then press either L or R shift button to change the background music

KOBUTA FIGHTER 1 LIKE SHIBA

Press X or Z to choose Shiba and you can use a VF1 like Shiba

CHANGE WARDROBE COLOUR

To choose a character's second costume colour press C to select your fighter

SURVIVAL MODE TIMER

Win 50 matches in Survival Mode (with use of the 1P unlimited life option) and it unlocks a menu in Options+ that lets you choose the stage that Survival Mode is played in

HIDDEN CHARACTERS

Finish the Ai Courses in normal mode, You can get at hidden characters, the last one is Daytona Car No.41. You can also get the BookKeep and Portrait In Options Plus. (Course B gives you VF kids Sarah and Akira Course C gives you Ura, Bahn etc

HYPER MODE

Select Survival Mode, and finish the three time limit modes, 3 mins (must win at least 2 wins), 7 mins (at least 6 wins) and 15 mins (must win all when in Options Plus, you get the interesting function called Hyper Mode

CHRISTMAS BARK

At the character select screen highlight Bark, press A + B + C at the same time. When you start a game you should become Bark in a Santa suit. Remember to push these buttons simultaneously or the code will not work

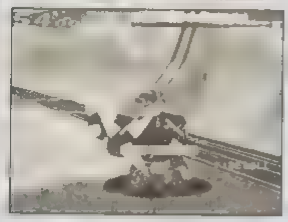
JANET'S TRIPLE FIRE

Janet can fire her gun up to 3 times in succession, just tap back, forward + punch + kick 3 times one after the other.

RENTAHERO'S BATTERIES EXPLANATION

Around every 20 seconds or so, one of the batteries at the top of the screen disappears, and after all the batteries are gone, all your armor falls off revealing either a Virtua Fighter or Fighting Vipers t shirt underneath

VIRTUAL ON



VARIOUS CHEATS

CHANGE V.R. COLOUR
Press the Left Shift when selecting your game type (Arcade, Vs, Ranking) to select the mechs sporting the 2nd colour scheme

CHOOSE JAGUARANDI THE EASY WAY
At the Start Screen press and hold Down and hit both Shift buttons at the same time. You should hear a sound if performed correctly. Now Jaguarandi will be selectable

WHITE TEMJIN AND RAIDEN
At the Start Screen hold Up and hit both Shift Buttons at the same time. Now when you select Temjin or Raiden they will be wearing all new coloured armour.

ENDING SELECT CODE
After you beat the game, the ending credits appear. At the start of these credits, rotate your D-pad clockwise simultaneously until you see a tiny space-ship fly by the planet (right before the SOA credits), then [illegible] will be saved by the spaceship. The options screen will also have stage selects.

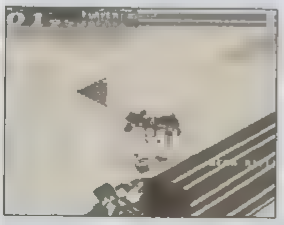
SPECIAL ATTACKS
Only possible if all weapon gauges are Full)
Temjin's Diagonal Dive
While jumping, Up, Up + Y, Y

A different flying sword move for Temjin
Jump (Up + Y) (Up + Y)

Viper 2 Flaming Dive Move
While jumping, Up, Up + Y, Y
Viper 2 will be surrounded by blue flame and dive diagonally to the enemy, also cause great damage

A different flaming dive move for Viper 2
Jump (Up + Y) (Up + Y)

Dorkas' Spinning Hammer
Press Right Shift + Y

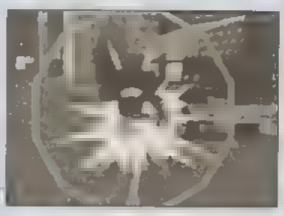


VIRTUA COP 2

EXTRA TIPS
As promised last month more mega cool cheats for AM2's shoot 'em-up extravaganza

SKIP TO LAST BOSS STAGE
At the stage select screen shoot the Stage 1 arrow continously until the time is up. You should then go straight to the last boss stage (Sniper Aeroship [illegible])

OPTION SCREEN 3, FREE PLAY & MIRROR MODE From Kevin Watkins
If you beat the game on Easy, FREE PLAY and Option Screen #3 become available allowing you to try the game in Mirror Mode



SELECT YOUR CHARACTER
At the stage select screen use the control pad to input the following codes
Rage - Press X to select stage
Smarty - Press Y to select
Janet - Press Z to select
You can select the same cop in 2P

WEAPON SELECT
Go to the Option Screen and set Weapon Select On. When you play the game, pause it, and with the gun sight on the boss, you can press any weapon you want! You can do this as many times as

CHRISTMAS NIGHTS

DATES AND TIMES
REALA'S PRESENT
In Christmas NIGHTS, set the date to 4/1/97 (April Fools Day) to play as Reala, this also adds an extra present in the present screen to always play as Reala

POST NUCLEAR CHRISTMAS
Change the date on the Saturn's internal clock to Dec 31, 2099 for weird purple snow!

CELESTIAL SNOW & STARS
Set the clock to 9:00 A.M. and instead of snow there will be cresent moons falling from the sky. Set the clock to 9:00 P.M. and there will be stars falling

MEGA DRIVE TIPS

VIRTUA FIGHTER 2

PLAY AS DURAL
At the character selection screen, hold Left until you hear a countdown begin then wait until it reaches one. Dural will show up and you will be able to play as her

MICRO MACHINES 2

FAST CARS AND HARDER MODES FASTER CAR
Pause the game and press Up, Down, A, B, Left, Right and then hold C. Unpause the game and you'll breeze past your opponents

HARDER GAME
For a greater challenge, pause the game and press Left, Right, Left, Right, Up, Down. To finish the code, hold Down and then unpause the game

MUCH HARDER GAME
You say the harder game is still too easy? You masochists! Pause the game and press Left, Down, Up, Down, Right, Down. Finish the trick by holding A + Down and unpausing the game

NEXT MONTH

In just 30 days time Mean 16 will be crammed with more cool tips including Casper, Batman Forever, Doom, Blazing Dragons... We're not really as they are all pretty naff, but you can be sure that all the latest cheats for the hottest new games will be on these very pages. So until then, adieu!

TOMB RAIDER

TIPS AND SECRETS... ...THE FINAL PART

The third and final part of our extensive Tomb Raider guide takes you through the toughest sections of Core's awesome 3D epic to a confrontation with a long dormant alien menace. Pay close attention now, the end is nearly in sight...

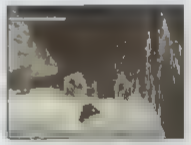
THE SANCTUARY OF THE SCION

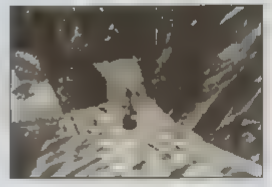
At the start of the level grab the Magnum Clips and draw your guns. Run up the large staircase and take down the two mummies then pick up some more clips. Climb onto the block in the middle of the room and jump to the chamber above. Run forward and turn right, slide down the slope and shoot the mummy at the bottom. Climb onto the block next to the bright pillar, then turn left and climb up the pillar. Jump backwards so that Lara lands on the highest pillar, then turn around so the wall is to the left of Lara. Jump forward onto the next pillar then move forward and grab onto the crevice in the wall.

Shuffle all the way to the right and drop down, turn right and climb up the three steps. Now jump across the pillars to find a ledge, grab the Magnum Clips then walk to the end of the ledge. Jump forward three times and activate the switch below. Quickly arm your weapon and blast away the Sphinx flying toward you. Stand to the left of the switch and jump across to the small ledge, pick up the Shotgun Shells and turn left. Jump to the next ledge and grab some more shells. Walk over to the edge of the platform and jump up to the ledge above. Hop backwards and grab onto the edge, then drop to the ledge below. Turn around and jump to the sandy ledge, hop backwards and grab onto the edge. Drop down over the slope and grab on to the end, now you can fall on the ground to safety. Run between the Sphinx's arms and grab the Magnum Clips, now go around the Sphinx and look for the two sloped blocks up on high. Climb on to the right hand block then jump across to the opposite block. Jump up and pull yourself up to the ledge above. Run forward and jump onto the pillar, turn left and leap across to the higher pillar. Climb up to the ledge above and save your game at the Save Beacon. Run past the slicer and grab the Small Medi-Pack, continue along the path and jump across to the switch. Arm your weapon fast and blow away the flying monster, then return to the pillar below the curved platform and climb on top of it. Turn so that Lara's facing the corner of the room and jump over the next pillar onto the slope below. Then slide down to find the Sphinx. Run along the left side of the Sphinx and enter the narrow passage, locate the Magnum Clips the enter the hallway to the left.

Ahead is a slope, turn around and hop backwards to slide down and grab the ledge at the end of the slope and shuffle left. Drop down onto the ledge and collect the Magnum Clips. Face the wall and climb up the ledges to the top, slide down the slope and drop into the water. Swim to the bottom and collect the Gold Key, swim towards the stairs in the corner and climb up out of the water. Turn left and return to the top of the stairs, slide down the slope facing forwards again and jump when Lara reaches the end. Grab the bridge and pull yourself up, turn right and use the Gold Key to open the door. Enter the room and pop some caps into the centaur's ass, then grab the Small Medi-Pack at the first Ankh on the altar. Now save your game at the beacon.

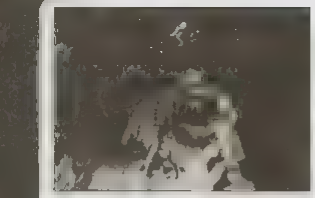
Jump off the bridge and dive into the water, go back to the stairs and climb all the way down. Leap into the water and climb up the stairs in the corner, follow the hallway back outside and return to the small ledge next to the bright pillar. Turn left, climb the pillar and jump backwards to land on the highest column. Jump up to the thin ledge, then walk forward and collect the Magnum Clips below you. Leap forward and continue forward along the sandy ledge. When a wall is reached turn a little to the left and leap over to the next ledge. Run to the end of the ridge, jump up to the ledge above, turn left climb up and leap across to the rocky ledge. Follow the path and climb a the way up to find the Save Game Beacon.





Run into the hallway, turn right and push the block forward, then run around to the other side. Climb up the block to the ledge above, arm yourself and pop even more caps into the centaur's ass, then collect the Small Medi-Pack and a second Ankh. Run back outside and turn right, slide down the long slope and grab the Large Medi-Pack. Turn left and jump on the Sphinx's back, shoot the mummy panther then climb up to the top of the head. Use the first of your Ankhs then climb down to the front and use

THE LOST CITY NATLA'S MINES



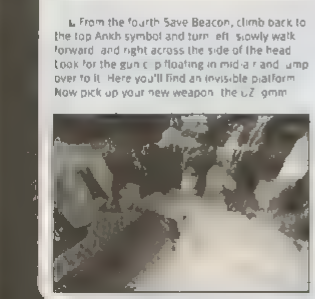
the second Ankh now save your pos

From the fourth Save Beacon climb back to the top Ankh symbol and turn left Slowly walk forward and right across the side of the head until you can go no further Look down and find the gun clip that appears to float in mid air, jump over to the clip onto an invisible platform Walk to the edge and leap across to the cliff ledge, turn around and shoot the two flying demons, then drop to the ground Enter the door between the Sphinx's arms and jump into the water Grab the Shotgun Shells and the Uzi Clips underwater, then swim down the right foot of the statue Enter the tunnel and push the switch on the wall, then surface and pull yourself out of the water Climb onto the lower pillar and leap across to the second column, turn right and jump to the lowest step Run up the staircase and slide down into a cave. Save your position at the beacon

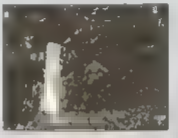
From the fifth Save Beacon shoot the flying demon then face the stone head on the left and drop down to the ledge below Turn around and leap across to the ledge by the side of the head Drop down to the ledge below then face left and slide down to the bottom, turn and dive into the water Climb out of the water onto the front of the right hand statue and pull the lever on it's chest Dive back into the water and swim into the tunnel between the statues feet Follow the tunnel and climb out of the water at the end Run up the long curving path and grab the Magnum Clips Continue on and grab the Scarab, walk into the entrance room and shoot the two mummy panthers and the centaur Use the Scarab on the lock in the corner to open the gate Collect the Large Medi-Pack and Magnum Clips, run down the ramp and climb up through the hole to enter the Scion chamber Arm your weapon as Larson is waiting for you, keep moving around and shooting and before long Larson will be gone for good

SECRETS

1. From the fourth Save Beacon, climb back to the top Ankh symbol and turn left slowly walk forward and right across the side of the head Look for the gun clip floating in mid air and jump over to it Here you'll find an invisible platform Now pick up your new weapon the UZI gamm



Swim forward into the tunnel until you see a waterfall on your right Climb out of the water behind the waterfall, follow the path and pull the lever Run back to the waterfall and dive in, pull yourself out of the water on the left side of the boat Run forward and pull the block backward once, dash around the corner and climb up onto the large mound Leap across to the tunnel behind the block, follow the path and pull the switch. Return to the waterfall and enter the pathway behind it, follow it along and climb the sloped path Jump across to the high edge with a road sign, dash into the tunnel and follow it down into a large room with a glass structure Grab the Large Medi Pack then run into the next room. Pull the block backward toward the trees and climb onto the block. Leap onto the cabin roof and walk onto the collapsing tree to fall inside Run through the



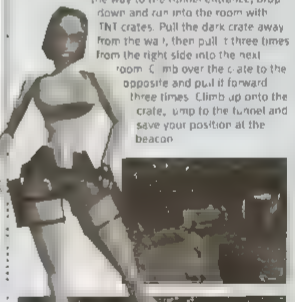
tunnel and pull the switch in the alcove to move the boat back by the docking area Walk to the end of the tunnel and slide down to the edge on the right grab the edge and drop to the ground Run down the tracks through the wooden door walk towards the first hurdle until a boulder rolls from left to right Return to the wooden fence and put your back to it Perform a standing jump forward, then hold forward and jump to hop over the hurdles As you bound over the third hurdle, turn right and land on a hill Quickly run through the second tunnel before the boulder flattens you reach the end and grab the first Fuse Turn left and save your position at the beacon

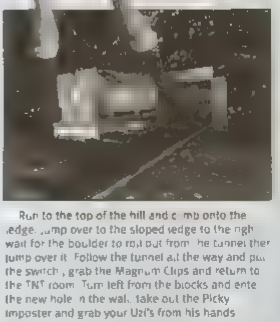
Run up until you trigger a rolling boulder, then back to the left. Run up the hill on the left and drop down the hole at the top Climb the hill and return to the cabin chamber Turn left after you land and run all the way back up the path to the ledge with the road sign Jump into the water and climb out onto the dark section of the boat Jump across the water to the crates Climb onto the far left crate and walk behind it into a tunnel lined with NATLA crates Walk over to the dark crate and pull it backwards once Now push it forward once to find another crate behind it Leave the corridor and pull the switch Return to

the docks and enter the tunnel to the right of the crates. Push another NATLA crate forward twice to enter a new room climb onto the block and climb up through the hole, then pull the lever Collect the Uzi Clips then run through the tunnel into the next room and pick up the second fuse Return to the docks then return to the cabin chamber behind the waterfall Enter the doorway to the left of the left hand cabin, run through the tunnel until it starts to fork off Take the left path, push the switch then return to the fork Pick up the third Fuse, walk back to the room with the glass structure and enter from the right. Pick up the Magnum Clips and save at the beacon

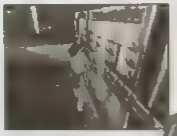
Use the fuses in the slots to lower the cabin to the ground. Enter the cabin and grab the pistols climb onto the roof of the cabin and leap across into the tunnel. Run through the tunnel and drop down to the Save Game Beacon

Run into the next room and shoot the swine who has your Magnums. Take them back then line yourself up with the switch on the far wall. Make a running jump over to it but let go of the jump button as soon as you jump. You'll fall down the cliff and grab the edge below you. As Lara slides down the cliff grab the crevice and shuffle to the right. Drop onto the ledge in the lava, turn left and leap over to the next pillar. Continue hopping on the pillars all the way to the tunnel entrance, drop down and run into the room with TNT crates. Pull the dark crate away from the wall, then pull it three times from the right side into the next room. Climb over the crate to the opposite and pull it forward three times. Climb up onto the crate, jump to the tunnel and save your position at the beacon



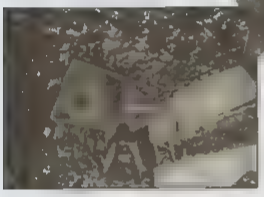


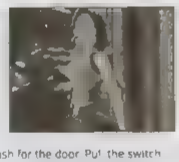
Run to the top of the hill and climb onto the ledge Jump over to the sloped ledge to the right wall for the boulder to roll out from the tunnel then jump over it Follow the tunnel all the way and pull the switch, grab the Magnum Clips and return to the TNT room Turn left from the blocks and enter the new hole in the wall. Take out the Picky imposter and grab your Uzi's from his hands Collect the three Uzi Clips from the room, then run all the way up the hill, enter the tunnel and save at the beacon



Continue through the tunnel and enter the next room. Avoid the boulders and work you way to the top. Run up the slope and climb up to the next room, climb onto the lowest pillar and leap over to the highest column. Jump straight up and pull yourself up to the new ledge, turn left and jump across. Turn left again and jump across one more time. Push the block twice, turn right and climb up to the next room. Push the second block twice and drop down into a lower room. Pull the block that you find once and go back through the upper room. Drop back into the lower room on the other side of the lower block. Push the block forward and turn left into a new alcove, then go to the Save Game Beacon.

From the beacon, pull the switch and turn so that the switch is to your right. Run forward into the alcove, turn left and climb up. Run forward to the back and enter the tunnel on the left. Push the block at the bottom of the stairs forward once, turn left and make a mad dash for the door. Pull the switch next door and run back up the staircase, run forward to a hole in the floor and drop down. Run through both doors, shoot the guard at far range using the Magnums. Grab the Shotgun from him when he dies, climb up to the top of the pyramid. When you reach the top, turn left and jump against the wall. Run into the tunnel and pull the switch at the end, return to the bottom of the pyramid and run through the maze building to the Gold Door. Enter the door and grab the Large Medi-Pack and Pyramid Key. Return to the pyramid doors and open them. Well done, level complete!!





SECRETS

1. From the second Save Beacon, use the fuses in the slots to lower the cabin to the ground. Enter the cabin, collect the pistols then climb up onto the roof of the cabin and leap across into the tunnel. Jump and climb up to a ledge then run forward to open a gate elsewhere. When you come to a plank on the ground, turn around and jump backwards and slide down whilst holding the action button. Lara will grab onto the edge of the hole that opens below you and not fall into the lava. Once the plank closes up, move to the wall and climb up the wall then up onto the next ledge into the secret area. Collect the Shotgun and Uzi Clips as your progress.

2. From the third save point, run into the next room and get your Magnums back. Replenish your health, then line yourself up with the switch on the far wall. Make a running jump over to it but let go of the jump button as soon as you jump. You'll fall down the cliff and grab onto the ledge below. As you slide down the cliff, grab the crevice and shuffle to the right. Drop onto the ledge and turn right, run through the tunnel to a lava filled chamber and jump to the ledge in the lava. Turn left and make a jump to the next pillar then bound over to the next column. Turn right and leap across to the tunnel entrance, immidiety run forward and push the crate before Lara becomes

boulder paté. Pull the same block out again then climb onto it. Leap over to the secret area and collect the Large Medi-Pack and Uzi Clips.

3. From the fourth Save Beacon, run to the top of the hill and climb up to the ledge. Jump over to the sloped ledge to the right. Wait for a boulder to roll out of the tunnel, then jump over to it. Follow the tunnel all the way and pull the switch, grab the Magnum Clips and return to the TNT room. Turn left from the blocks and enter the new hole in the wall. Take out the skateboarding psycho and take the Uzi's from him. Collect the three Uzi Clips from the room, then find the hole in the ground with water and dive in. Follow the tunnel, through the gate and enter the secret area. Grab the Large Medi-Pack, Small Medi-Pack and Uzi Clips.

ATLANTIS

From where you begin, run forward and the first sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right, and blow this creature to Hell. Run forward along the trench and a third sphere will explode, kill the creature as you did the rest. Face the centre door and turn left, run through the side door and climb the stairs toward the webbed floor. Dash over the central bridge and grab the Shotgun. Shoot the flying demon, then run into the far right corner of the webbed floor. Enter the alcove and pull the switch, turn around and run forward into another alcove. Activate the second switch, run back to the other side of the room and enter a new door way. Travel down the steps and hit the third switch, return to the entrance chamber walk through the central door. Shoot the flying demon then run forward and drop down into the hole and move into the hallway. Turn to face the crevice in the wall and jump over to it, shuffle over to the left and drop down to the tunnel. Grab the ledge and climb up, run into the tunnel and pull the switch, continue forward and grab the two Uzi Clips. Leap across to the webbed floor, walk to the edge of the ledge and jump over to the next ledge. Climb up and run into the tunnel to the Save Game Beacon.

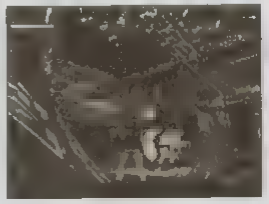
From the beacon, jump over to the pillar, turn left and jump to the lowest ledge on the pyramid slope. Quickly jump to the next ledge, turn right and jump to a third ledge and slide down. Keep sliding down to the red door, turn so the doors is on your left and leap across to the ledge. Face right and leap over to find a Large Medi-Pack. Run and jump to the highest ledge and pull yourself up, walk into the tunnel to find two Uzi Clips. Pull the switch and return to the entrance, dive into the water and pull the sunken switch. Climb out of the water to the left of the

slope and get onto the pillar. Leap across the pyramid and enter the red door before it closes. Jump across to the far ledge and haul yourself up, climb the stairs and jump into the doorway at the top. Save your position at the beacon.

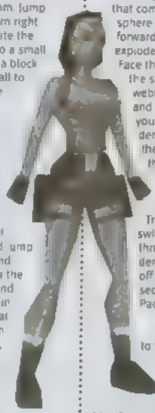
From the second save point, climb up the tunnel, over the spiked pit and dive into the water. Grab the Shotgun. Shells and pull the switch, swim through the open door and rise to the surface. Climb up and run past the slicers, pick up the two Uzi Clips and turn right, jump across to the next ledge, run into the tunnel and turn around. Kill the demon and collect the two Uzi Clips when it's dead. Turn around and dive into the pool, climb out of the water between the two large spheres. Turn right and throw the switch, run left and around the corner, pull a second switch in the alcove. Now move to the Save Beacon.

Run toward the sphere in the right-hand corner and shoot the demon. Activate the final switch to open all three doors underwater. Dive into the water and swim through the tunnel. Climb up to the ledge and enter the tunnel, turn left near the dark wall and run up the hill. Turn right at the red hallway and move toward the red door, pull the switch to open the door. Grab the two Uzi Clips and run to the wall opposite the large boulder. Pull the block backwards once, then push it forward from the right up against the wall. Return through the red hallway to the switch again. Pull it again and enter the red door. Move forwards, past the block and enter the tunnel, arm your gun and shoot the demon, now walk into the adjacent room. Run and jump across the ledge on the right, use the Save Game Beacon to store your position.

Run around the corner and kill the two demons. Slide down the slope and jump over to the red ledge before you fall onto the spike



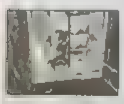
trap. Grab the Large Medi Pack, Shotgun Shells and the two Uzi Clips. Now run through the tunnel into the next room, turn right and shoot the demon. Run and jump over to the ledge on the left, walk to the right side of the ledge and position yourself so Lara's feet just about touch the dark triangle. Run and jump across to the small ledge, quickly turn and run into the tunnel and kill the demon. Leap over to the dirt coloured slope on the red bridge in the middle of the room. Jump to the ledge against the rocky wall, turn right and grab the two Uzi Clips, then activate the switch. Turn around and run forward to a small narrow ledge, run across the ledge to a block. Pull the block backwards out of the wall to find a tunnel, now quickly run past the slicer. Turn right and shoot the two demons, jump across to where the demons were and run up the tunnel. Collect the Small Medi Pack and Uzi Clips, turn right and walk out onto the ledge. Shoot the creature and jump across to the next platform. Travel to the end of the tunnel and save your game.



Jump the ledge in the corner and pull the switch, return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the column. Turn left and jump to the second pillar, now leap across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway, turn left and enter the red tunnel. Run past the red door and wait for it to close. Climb up into the tunnel above the door, run to the end and jump onto the ledge to the right. Pick up the Uzi Clips and run into the tunnel. Shoot the creature and grab another Uzi Clip. Move forward and stand at the bottom of the ramp, run ahead and stop on the tile before the slicer. Jump left to avoid the boulder and walk up the rest of the ramp, enter the door. Now save at the beacon.

Turn left and push the block twice, turn right and run down the tunnel to find two switches. Push the right hand switch and immediatly jump back, drop into the trap door. Leap over the pit to trigger a boulder, then jump back over the pit. After the boulder falls into the pit, jump over the pit again and run up the tunnel. Climb onto the ledge to the left and pull the switch. Turn around and climb up to the door, drop down the other side and run forward through the door. Run through the tunnel and kill the creature in the corner. Pull the switch in the opposite corner and collect the four Uzi Clips. Enter the door and save your game.

Slide down the ram into the next room, shoot the two creatures at the bottom and run into the room. DO NOT shoot the tall skinny alien or you will be killed. Instead, turn right and climb up onto the ledge, leap across to the stone pillar. Jump to the ledge by the door, pull the switch and turn around. Leap over to the sandy ledge. Climb up and jump onto the sandy pillar. Run and jump over to the other pillar, walk onto the middle of the ledge and you'll force your double to fall into the pit. Return to the rocky ledge by the pit and climb into the tunnel, kill the centaur and collect the Uzi Clips. Kill the alien that jumps out at you, then run to the end of the tunnel and turn right. Follow the ledge and pull the switch, turn around and run across the other ledge and activate a second switch. Return to the entrance and run across the bridge into the final chamber. Run forward to the spinning machine and grab the two Uzi Clips. Press the action button to complete the level.

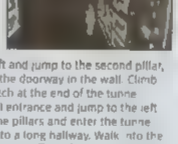


SECRETS

1. From where you begin, run forward and the sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right, and kill the creature. Run forward along the trench and a third sphere will explode. Kill the creature as you did the rest. Face the centre door and turn left, run through the side door and climb the stairs toward the webbed floor. Dash over the central bridge and grab the Shotgun Shells. Quickly draw your weapon and dispose of the flying demon, then run into the far right corner of the webbed floor. Enter the alcove and pull the switch, turn around and run forward into another alcove. Activate the second switch, run back to the other side of the room and enter a new doorway. Travel down the steps and hit the third switch, return to the entrance chamber, walk through the centre door. Shoot the flying demon then run forward to the edge. Drop off the ledge to the one below, enter the secret tunnel and grab the Large Medi Pack, Magnum Clips and Uzi Clips.

2. From the first Save Beacon, jump over to the pillar, turn left and jump to the low rest ledge on the side of the pyramid. Quickly jump to the next ledge, turn right and jump to a third ledge and slide down. Climb up the ledge to the secret area in the upper right corner. Collect the Large Medi Pack, Magnum Clips and Uzi Clips.

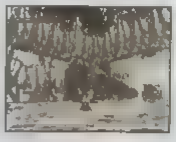
3. Jump the ledge in the corner and pull the switch, return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the column. Turn left and jump to the second pillar, now leap across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway. Walk into the corner of the room to set off a hidden pressure plate immediatly turn left and run up the hill, blasting the creatures and enter teh secret alcove. You only get once chance at this room, so load a previous game if you blow it. Grab the Large Medi Pack and Uzi Clips.



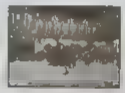
THE GREAT PYRAMID

From where you begin, shoot the huge monster until it dies. Grab the Uzi Clips and enter the red tunnel. Slide down the slope and push the block at the bottom three times. Run up the slope and push the second block once. Climb into the tunnel above and use the Save Beacon.

Run past the slicer and follow the tunnel, turn right at the intersection and push the block once. Return to the intersection and turn right, run past the red door and drop into the next room. Pull the block backwards once, then turn around and climb back into the tunnel. Turn left, move down and push the block once. Return to the red door and stand on the block and pull the switch. Turn around and run into the next room, turn right and jump to the dark ledge. Leap to the second and third ledges, run through the tunnel until you see a boulder. Run back to the door to avoid the boulder. Run up the tunnel again until you see a second boulder, avoid the same way as before. Run to the end of the tunnel and make your way past the collapsing tile. Grab onto the ledge before you fall and make sure your health is maxed out. While hanging from the hole, drop down to the floor below and run around the corner saving your game.



Shoot the Scion until it blows up. Turn and run through the door, shoot the three creatures then hang and drop through the hole in the wall. Turn around and jump across to the crevice, shuffle right and drop down the slope. Jump at the bottom of the slope to avoid the lava, then enter the door. Walk to the right side of the hill and down to the bottom which will activate a boulder. Now walk to the swinging blade and jump across to the ledge. Walk past the spikes to the middle of the ledge, face the doorway and perform a standing jump followed by a running jump to reach the door. Grab onto the crevice on the left hand wall and shuffle right to the far edge. Drop down and walk to the middle of the ledge and back up to the edge. Jump backwards onto the slope and jump forward to the pillar, then save at the beacon.



Turn right and jump down into the tunnel, run forward across the three collapsing ledges and run into the tunnel behind the swinging blade. Turn right and enter the hallway, run down the slope and outrun the boulder. Jump over the boulder and grab the Small Medi-Pack, jump over the boulder again and turn right. Slide down the slope when the blades on either side and jump from the end of the slope to a ledge. Drop down into the tunnel and run forward, grab the Small Medi-Pack and continue through the tunnel door. Pull the switch to open the door and go through. Turn right and collect the Uzi Clips, turn around and run forward to the lava hole. Let the boulder roll over you, then leap across to the other side and grab onto the edge. Let the second boulder pass, then climb up and run to the next room. Drop down into the pool of water below, grab the Uzi Clips and swim through the tunnel into a new room. Climb up out of the water and use the Save Game Beacon.

Grab the Uzi Clips then run ahead into a large chamber. Use your Uzi and kill the final boss of the game, Natla. Back up and watch Natla, when she arises shoot her again. Run up the ramp in the corner and follow it up to the top. Jump across to the pillar then over to the next. Jump to the pillar below the door and climb up. Follow the path and drop down the hole onto a pillar, turn right and jump across to the ledge. Climb up and follow the tunnel forward to a slope, slide down to complete the game. Hooray!!

Exhumed

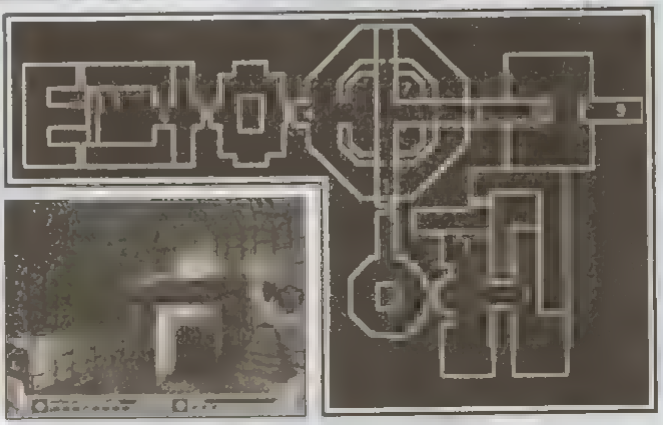
GUIDE: FINAL PART

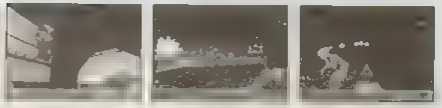
'It's the end of the world as we know it', sang rubbish American pop dinosaurs Stupid Ipu Movements. And indeed this is the end, but fortunately not the end of the world. Instead, we present the end of our Exhumed guide in five pages! This time, you'll have completed the game and Steve will have taken his copy outside and shot it. Because that's how much he hates it now.

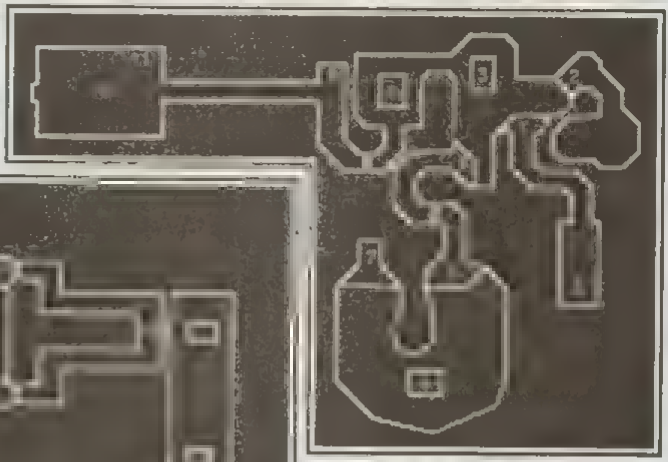
Exhumed 2? We want a Saturn only sequel. Lobotomy!

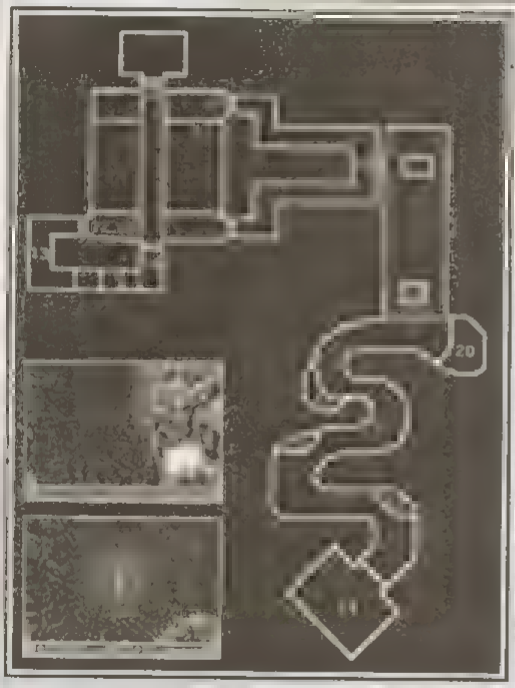
DEATH TO THE GIANT CAMP

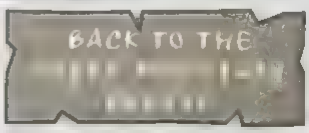
...ia re-chunks ... employed a ... To escape ... at the apex ... the blast ... health ... you've ... close range ... skyward ... was ... collect ... the Symbol ... come ... the bomb track ... above ... the raised ... War symbol ... pass ... Nox ... to ... bomb ... final ... thousand ... the ... Run ... and ... came ...

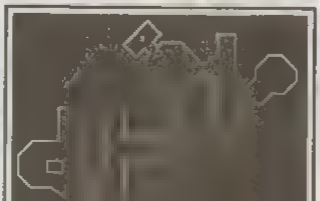






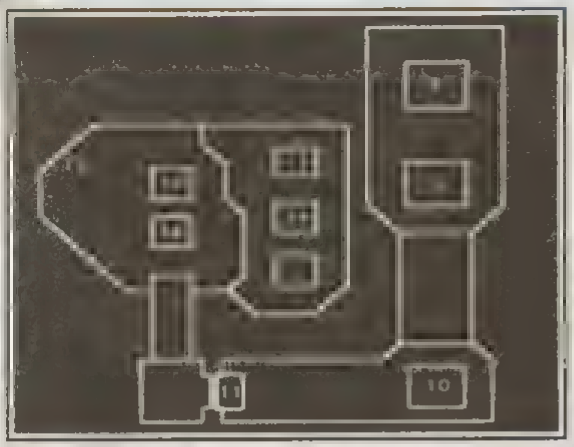






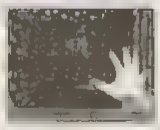
MAGMA FIELDS

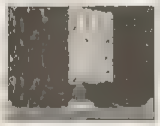
INUKUS PEAK

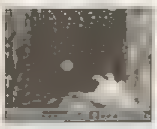


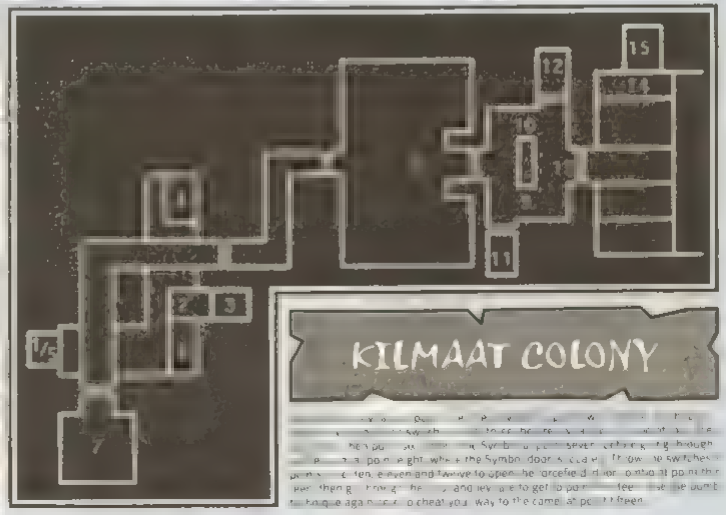
RETURN TO THE THOTH TREASURE RELIQUARY

CANYONS OF CHAOS









KILMAAT COLONY

For the first two parts of the guide give Subs a call.

KILMAIT HAUNT

THE END...

DIRECTORY

The Directory contains what we reckon are the Top 50 games available for you to possess – all worthy of your cash. The Directory evolves as new releases force the lower echelons off the end and into gaming obscurity. Come back each month to see the effect of improving software. This month we thought we'd offer some mind-bending statistics based on percentage by genre of the games in the Directory. Bear in mind that these statistics don't represent the whole Saturn library, but those it'll ain't on the Directory it just ain't worth it.

16% of games in the Directory are shoot-'em-ups, which is perhaps surprising considering the amount of quality beat-'em-ups available. That genre remains equal second with sports games, at 8%, although it's interesting to note that most sports titles are to be found in the lower reaches of the Directory. Next up are racing games, with a 10% presence, followed by RPGs with 8%. What can only be described as action games (ie. Tomb Raider) claim a remarkably low 6%, while puzzle and strategy games also tie with 4%. Last up is the trusty old platformer with 2%, now only represented in the Directory by BUG. Sonic 3D should chart high in next month's Directory though.

1 Virtua Fighter 2

AM2's arcade classic. The sine qua non of 3D fighting games.

Reviewed: MM37
Tipped: MM41/42

96

2 NiGHTS

A breathtakingly original piece of action gaming from Sonic Team.

Reviewed: MM48
Tipped: MM49/50

96

3 Sega Rally

An exquisite driving game and an awesome AM3 conversion.

Reviewed: MM38
Tipped: MM42/43

95

4 Fighting Vipers

AM2's no holds barred saucy brawler-em-up.

Reviewed: MM49
Tipped: MM50

95

5 Tomb Raider

Forget FMV, this is what interactive movies should be like.

Reviewed: MM50
Tipped: MM51

94

6 Virtua Cop 2

It's pretty much arcade perfect. That's all the encouragement you need to buy it.

Reviewed: MM51
Tipped: MM52

94

7 Exhumed

3D Egyptian Doom-fest of exceptionally rich game design.

Reviewed: MM47
Tipped: MM51/51

94

8 Street Fighter Alpha 2

Capcom's unparalleled and uncompromised arcade smash.

Reviewed: MM50
Tipped: MM50

93

9 Daytona USA CCE

Everything the original never was.

Reviewed: MM49
Tipped: MM50

93

10 Worldwide Soccer '97

Soccer in its most realistic and detailed form.

Reviewed: MM48
Tipped: MM50

93

11 Virtual On

Quirky robot combat that won't appeal to everyone, but it's a corker nonetheless.

Reviewed: MM51
Tipped: MM51

92

12 Die Hard Trilogy

The ultimate film-licence gets a Saturn interpretation that's actually very good.

Reviewed: MM52
Tipped: MM53

92

13 Actua Golf

Everything a golf gamer would want it to be.

Reviewed: MM49
Tipped: N/A

92

14 Bust-a-Move 2

Incurably infectious simple puzzle gameplay for two.

Reviewed: MM49
Tipped: MM50

92

15 Night Warriors

Stunningly sharp 2D beat-'em-up from Capcom.

Reviewed: MM44
Tipped: MM45

92

16 Olympic Soccer

Speed and action successfully emphasised.

Reviewed: MM47
Tipped: N/A

91

17 Ultimate Mortal Kombat 3

Comprehensive conversion that should please MK fanatics.

Reviewed: MM44
Tipped: MM48

91

18 Magic Carpet

Epic magical adventure, ingeniously assembled.

Reviewed: MM40
Tipped: MM51

91

19 Thunderhawk 2

Stunning war action, excellent 3D graphics.

Reviewed: MM37
Tipped: MM39

91

20 Virtua Fighter Kids

Why? Don't ask, just play.

Reviewed: MM48
Tipped: MM48

91

Congrats to Probe as Die Hard Trilogy goes in at No. 12!

21 Madden NFL '97

After a few years in the wilderness, Madden is back and bigger than ever

Reviewed: MM97
Tipped: MM51

91

22 Dark Saviour

Enthralling and unique RPG with political overtones. Conspiracy

Reviewed: MM52
Tipped: MM52
NEW ENTRY!

90

23 Command & Conquer

The quintessential wargame finally gets a Saturn release

Reviewed: MM51
Tipped: N/A

90

24 Virtua Cop

Large shooting gangster game with textbook playability

Reviewed: MM37
Tipped: MM42

90

25 Shining Wisdom

Graphics not important. Excellent story RPG

Reviewed: MM46
Tipped: MM45/46

90

26 Panzer Dragoon Zwei

Awesome, but short, shoot-em-up ride

Reviewed: MM43
Tipped: MM44

90

27 BUG!

One of few worthy Saturn platformers

Reviewed: MM35
Tipped: N/A

90

28 Guardian Heroes

Quirky scrolling beat-em-up. Treasure's legendary intensity

Reviewed: MM40
Tipped: MM41

90

29 Loaded

Relentless, addictive platform-shoot-'em-up. Go berserk!

Reviewed: MM44
Tipped: MM45/47

90

30 Alien Trilogy

Top atmosphere, super over the weaknesses

Reviewed: MM49
Tipped: MM51

90

31 Street Fighter Alpha

Overshadowed by it's big brother, but still up there with the greats

Reviewed: MM59
Tipped: N/A

89

32 X-Men: COTA

Classic 2D combat game let down slightly by PAL 'format'

Reviewed: MM38
Tipped: MM40

89

33 Story of Thor 2

Precious gameplay hidden at the depths of this RPG

Reviewed: MM47
Tipped: MM49/50

89

34 Blam! Machinehead

Beefy mission product of warped minds

Reviewed: MM49
Tipped: N/A

88

35 Tempest 2000

A free conversion of the classic Atari shoot-em-up

Reviewed: MM52
Tipped: N/A
NEW ENTRY!

88

36 A.M.O.K

Combat-em-up with Desert Strike's mission structure

Reviewed: MM50
Tipped: N/A

88

37 Need for Speed

Realistic road racing with a highly developed sense of speed

Reviewed: MM45
Tipped: MM51

88

38 Wipeout

Futuristic racer on futuristic speeders

Reviewed: MM43
Tipped: MM44

88

39 Athlete Kings

Nine multi-sports action. Generally acclaimed

Reviewed: MM47
Tipped: MM49

88

40 Euro '96

Official football festival with plenty of supporters

Reviewed: MM46
Tipped: MM46

88

41 NBA Action

Sega's underrated, but well made basketball sim

Reviewed: MM58
Tipped: MM48

88

42 Street Racer

The closest you'll get to Mario Kart on a Saturn

Reviewed: MM60
Tipped: N/A

87

43 Mystaria

Shining Force-style adventure in scale and gameplay

Reviewed: MM40
Tipped: N/A

87

44 Gungriffon

Tactical Mech War on a heavy duty shooter

Reviewed: MM45
Tipped: MM46

87

45 NHL Powerplay Hockey '96

Fantastically slick adaptation of the sport to console

Reviewed: MM48
Tipped: N/A

87

46 NHL '97

A Saturn update of the perennial EA Ice Hockey. Now a minor

Reviewed: MM52
Tipped: N/A
NEW ENTRY!

86

47 NBA Jam Extreme

The first polygon update of Williams over the top interpretation of basketball

Reviewed: MM52
Tipped: N/A
NEW ENTRY!

86

48 Baku Baku Animal

The coolest, maddest Tetris puzzler ever.

Reviewed: MM46
Tipped: N/A

86

49 Space Hulk

Spooky monster strategy/action game

Reviewed: MM47
Tipped: N/A

86

50 Worms

Ugly, amusing team strategy game with its hardcore fans

Reviewed: MM38
Tipped: MM49

86

MEAN MAIL

Drivel about the N64, stuff about Worldwide Soccer and some rather confused young men. Have your say, write to GREEN MAIL, MEAN MACHINES SEGA, 37-39 FARRINGDON LANE, LONDON, EC1R 3AU or e-mail sarge@otaku.com.

THE N64 WILL BE GREAT!

Dear Junk Mail,

Sega Sucks! The Nintendo 64 is the only console worth owning (apart from other Nintendo consoles). The Smegadrive smells, so does the Smega-CD. The Saddam has stupid loading times, unlike the N64. Every N64 game released will be [illegible] quality. Andrew Wright stopped the build Saddam has been. N64 is even better than the [illegible] which is pretty bad anyway. You mag [illegible] only get better because my brother reads it (he has a Smegadrive). NMS is [illegible] of dirty. Sega could have Yobo any day. I'm off to gawp at the latest [illegible] screenshots and laugh at the poor quality [illegible] rubbish.

Yours,

Wayne Kerr, Bellendia

Ste: Sounds to me like he's never actually played an N64 if he's gawping at screenshots.

Gus: I'd rather be playing games than looking at screenshots.

Nick: Cruisin' USA on the Nintendo — enough said, it's broken terrible.

Ste: After being disappointed with Mario Kart [illegible] Nintendo anymore.

Gus: Contrary to what you may think, Wayne, we were quite looking forward to some of these N64 titles. But many of them might have turned out to be [illegible] and the Japanese are not pleased.

Ste: Starfox is rubbish. I'll be really pissed off.

WELL I NEVER

Dear Steve,

I discovered a cheat for Christmas NIGHTS game. On the special feature section of the Saturn internal clock, so to access the special events the clock [illegible] be changed to one, but when I trigger them [illegible] correctly.

Stephen Roberts, Carmarthen

Nick: Nice one.

Gus: And we really didn't know that, which is why [illegible] feature on the game's clock-related [illegible] of the last issue.

Ste: You should say why we DON'T do a feature, since we don't know about it.

Gus: That's funny, Steph [illegible] check your MEAN MACHINES literary companion for use of.

Ste: Sorry, won't do it again.

Gus: Now, that's SARCASM.

YOUR POINT BEING?

Dear Mean Mail,

I think that Worldwide Soccer is the best soccer game out. It has the graphics are superb especially the [illegible] and the way they have designed the players. Sprites from a Sega [illegible] Anyway, I was disappointed when I read the mag, it [illegible] didn't say that the Saturn [illegible] moves. Anyway, [illegible] the same problem [illegible] Formula One game on the Saturn but no Psygnosis. And getting [illegible] PSX owners who hate PlayStation [illegible] load when you take the Saturn version [illegible] only PSX owners missed how sorry and sad they are being.

Yours

Russel, McFarlane, Edinburgh

Matt: I think an F1 game would be a great idea and if Psygnosis did it themselves instead of farming [illegible] could be cool. But then, the inevitable comparisons would be made.

Ste: Some competition for F1 would be good.

Gus: Well, there are plans underfoot, check out the gossip section.

I WANT MORE!

Dear Mean Mail,

Having just completed Tomb Raider and Exhumed for the third time each, can you tell me will it be worth me getting Doom and Hexen or Die Hard Trilogy, or should I wait for Duke Nukem and Quake as I am very desperate for some more brilliant gameplay. I was going to get Space Hulk and Alien Trilogy, but decided on your recommendation to get Exhumed and Tomb Raider instead and boy was pleased! I hope they make a Tomb Raider 2 as there are no games like it on the Saturn. On PlayStation there is Time Commando, Fade to Black, Resident Evil, and many more, so why limit us to just Tomb Raider. Sure Eidos's success means there's room for [illegible] games like this. I was the same with [illegible] game. One minute there was Robot a

MEAN ART

SEND US YOUR ART-WORK OR FILTHY NICK WILL COME ROUND YOUR HOUSE AND TRUMPET IN YOUR FACE SO THERE...

CALL THAT ART? I COULD PULL BETTER ART OUT OF MY...

If you can do better than this, please send it in. [illegible] could win a prize! [illegible] as the usual [illegible]

THAT TOYS 'R' US MAGIC

Dear Mean Mail,

Wicked mag mates! Keep it up! I am getting really pissed off with all the [illegible] muddy funsters who have PlayStations. My story starts a month ago, when I [illegible] wandered in[illegible] family[illegible] space [illegible] been [illegible] corridor [illegible] play [illegible] us Sat[illegible] be bri[illegible] it was c[illegible] cat mo[illegible] The tr[illegible] some [illegible] years a[illegible] ing awa[illegible]

Yours,
Crispin Mullins, Brandeston.

Ste: He[illegible]
Gus: He[illegible] stores over C[illegible] names, have s[illegible]

space. [illegible] who only knows about toasters and microwaves and demands 25% profit margin on every poxy title he sells. That's the situation, kids. Buy your games from independents.
Ste: I've never felt the need to buy games from the same place I bought my kettle.

only, now look, soon there will be about ten and all very successful. Please let me your views
Yours,
Wayne Smith, Colchester

Ed (CVG): Doom
Ste: Oh yes
Gus: Apart from Doom which was a travesty the 3D games have been quite good. We've had pretty much confirmed reports that Resident Evil is being converted, there will be Tomb Raider 2, and Quake might be Saturn only title
Ste: Time Commando's rubbish
Matt: I'm worried we'll see a lot of Tomb Raider games, and the whole thing will become very boring
Ste: The thing that worries me about all those first person perspective games is the lack of a two player option. I mean, Quake is a multi player game, there's no doubt about it
Nick: No! It's not, unless you're very rich and you've got two PC's
Ste: There's the Internet accounts

GET A LIFE PSX OWNERS!

Dear Mean Mail,
I've written in to reply to the letter in issue 50 from the PSX owner. A. I can say is GET A LIFE The reason the PlayStation sells a lot is because it's cheaper than the Saturn! Granted the PlayStation has good games, but Sega has nicked half of them. Look at the line up of games Sony can only dream of: Virtua Fighter 1, 2 and Kids, N GHTS, WWS '97, Virtual On Sega Rally, Daytona CCE, Fighting Vipers. I rest my case. So "PSX Owner", go and find some dog turd for your tea, you SAD GIT
Yours
Samuel Bridgett, Farnham

Matt: I thought you said the standard of letters was improving

Gus: They don't need to go out and find a dog turd – they can just have one of their collection of PSX games.
Ste: That's unusually snide of you, Gus
Gus: I've had a bad day, the hard drive's gone on the grabber

DEATH TO THE SATURN!

Dear Mean Mail,
I can't see the fuss about 32-bit computers because as soon as the N ntendo 64 reaches Britain, that's still it is obvious that 64 bit is better than 32 bit, the reason? Well a) it's more powerful and will probably last longer, b) HARDER games, and most important of all c, better graphics and playability. However, it is your opinion on what is the best machine ever if you want good graphics, get a PlayStation, but if you want excellent games get a Saturn And if you want graphics, gameplay and sound, then get an N64. But I say let Sega rule for as long as poss ble
Yours
Matthew Bullman, Castleford

Gus: So we printed your letter
Ste: Never ever phone us again. Anyway, if you want graphics, sound and gameplay get a Spectrum. The Jaguar was a allegedly 64 bit look at that
Matt: I reckon people just wait around for the next machine coming and say "I'll get that."
Gus: I think Nintendo has done a good job with the hype. People have unreasitic expectation about the N64, and they'll be disappointed. We know, we've played the games

SANDRA BOLLOCKS HERE

You're getting the idea now. Send us more e mail to stevo@otakU.com. Send it. Send it now you fools

YOB'S COLUMN

HIGHLIGHTS OF A LOAD MORE TOSS FROM THE VARIETY CLUB BUS...

For your information, Papworth Everard is famous for it's heart transplanting hospital.
Martin Conway, Papworth Everard

YOB: Yeah? So what. I'd rather live in a city famous for, well, all the things London is famous for, than some dull old village with a hospital in it. Get a life Conway.

You printed my letter in issue 51. You didn't print my name on it. It was the first letter of your column.
Paul Radcliffe Bootle

YOB: Well, thanks for the info. I've sent Steve out to write your name into every copy in Biro, so I hope you're happy now. To be quite honest, no one apart from you gives a toss that we printed your letter, so leave it, alright?

So what dat mir a saver for the saturn?
Phil Sawyers, Wainscott

YOB: Well, we get all sorts write in to Mean Mail. Sensible people, complete nutcases, and this guy here, who takes the prize for being the most unhinged, weird and generally sad git who's ever written in ever, ever. And I mean ever.

you smell of cat piss and the [illegible] target practice you pathetic, sorry waster. You haven't got a girlfriend and the people in the street you walk past laugh at you and mumble about your stench behind your back.
Anon, Birmingham

YOB: At last, someone with the guts to write in and be really abusive. Shame you're not hard enough to include your name you sad case. Come and have a go. Come on then!

Our designer can't draw, it's off a all

Q&A

"Come on ladies and gentleman. Roll up, roll up and ask me all the [illegible] questions, a tricky question or two. No problem is too big, no answer is too informative. If you wanna know what Mark Maslowicz eats for breakfast or whether Nick changes his underpants more than once a month then the mighty one is the man to write to. Send all letters to: Q & A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

FIND A NEW JOB

Dear Gus

Please answer my questions as I have written to you (and Steve Merrett) loads of times and you've never answered me yet

1) I have a Saturn and I am very pleased with it but sometimes when I turn it on, there is no sound apart from a low humming noise and I have to keep turning it on and off until the sound comes back. What's wrong with it?

2) One of my fave games of all time is Gunstar Heroes on the Megadrive and I still play it on my Megadrive a lot. Is there any chance of a Saturn version?

3) What about Wipeout 2097?

4) Isn't Yob a bit annoyed that you only gave him a measly little column?

5) Will Virtua Cop be out by Christmas?

6) Does Wild 9s look up to Earthworm Jim standards?

Simon Pike, Somerset

GUS: Never answered, you say? Maybe it's because you're from Somerset. But just for all you cider drinkers: 1. I've no idea. My own Saturn has lots of tricks, like ignoring disks, but they're a intermittent. Unless it becomes frequent, I'd leave it. Don't leave it plugged in when not in use, and definitely don't leave it on for hours unattended – that wears out the drive. 2. There was a rumour some time back of a Saturn update using a new name, but the only definite Treasure project at the moment is Silhouette Mirage. 3. Psygnosis has made no announcement of a conversion. 4. He's bloody mad. 5. Irrelevent question. 6. Beyond them.

GIVE UP JUNK FOOD

Dear Sir or is it Madam?

1) Will there ever be a sequel to Sega Rally?

2) Will Winding Heat ever be available on Saturn?

3) I think that WWS '97 is a big load of sh*t and don't know what all the hype was. I purchased it about two months ago AND IT IS A LOAD OF RUBBISH! I think Victory Goal and Olympic Soccer are the best football games on the Saturn.

Yours,

Mr T and Mr B, Nowheresville

GUS: 1. There's an arcade sequel due for 1997. 2. No. 3. You are both sad and mad to believe Victory Goal is better than WWS '97. Go back and play it, then write again begging for forgiveness.

WEAR EXPENSIVE SUITS

Dear Gus,

I like Fighting Vipers have the intro off of the arcade version where they are all posing in front of that big mirror?

2) Is Sega Touring Car coming out on the Saturn?

3) Is X-Men Vs Street Fighter Saturn bound?

4) When is Duke Nukem 3D out for the Saturn?

5) I was looking through a Comet catalogue, and the Saturn looked different, especially the control pad. Is this the new Flash Saturn you were talking about a few issues ago?

6) Which is the best out of Doom and Hexen?

Thanks a lot!

Ian Ochiltree, Maidenhead

GUS: 1. No, it's a new intro. 2. Yes, the Virtua Dr team are on it. 3. Yes, expected May. 4. Summertime, the deal is signed. 5. Flash Saturn is a Japanese version, but the pad has been redesigned along the lines of the Japanese pad, which has more sensible shoulder buttons and is generally more comfortable. 6. Doom is crap, Hexen looks alright.

GO SWIMMING AGAIN

Ben Faick wants to know if Virtua Cop 2 is better than its predecessor. Can Gus resist replying with a cheeky answer?

LESS LATE NIGHTS

Dear Gus,

Please answer my questions,

1) What's best, Daytona CCE or Sega Rally

2) If I had VF2, would it be worth getting Fighting Vipers?

3) For NiGHTS, does the analogue pad offer any extra functions?

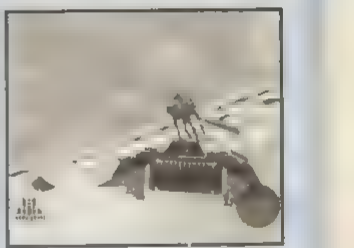
4) How much better is V Cop 2 than V. Cop?

5) When will the Saturn 2 be released in Britain?

Yours,

Ben Faick, North Wales

GUS: Well, this is a first, the only letter we've ever received from sunny Wales. Home of miners, leeks and dodgy relationships with sheep. Anyway, here are your answers: 1. Sega Rally. 2. Wait for Fighters Megamix and get the best of both worlds. 3. The analogue controls gives you a much more precise control over NiGHTS movements, but you can't do anything different. 4. It's about twice the size, has far better graphics and more variety. It's a major advance. 5. There is no Saturn 2 as yet.



Will the Saturn ever receive a classic Star Wars game such as the awesome N64 title, Shadows of the Empire?

Dear Gus,

First I'd like to congratulate you and the team on your fine mag. Here are my questions.

1) When will FIFA '97 be released? I'm a FIFA maniac and I can't get enough.

2. I'm also a Star Wars fanatic. Will there be any Star Wars games on Saturn?

3) In Dixons I picked up Fighting Vipers, and on the back of the box it said one player. Is this true?

Yours,

Michael Lindridge, London

GUS: Thanks. 1. February we believe, but all the other formats have been heartily slagged off. 2. None we know of. 3. Oops, a major blunder by Sega. It's two player.

GO TO THE LIBRARY

Dear Gus,

I think the new look is really good, keep up the good work.

1) What Formula One racing games are currently available for the Saturn, and which is the best?

2) When will Sonic X-Treme be released?

3) How and when will I be able to get Christmas NiGHTS?

4) Will you be giving away another demo disc soon?

Yours,

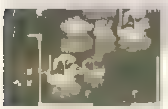
Adrian O'Toole, Co. Kildare

GUS: Cheers, we aim to continually refine the mag's look. Surprisingly, there is only Formula One. Information from Sega. It's okay but not brilliant. A lot of people would really like to see the Psygnosis game on Saturn, but there's no news of a conversion any time soon. 2. The new Sonic game from Yuji Naka (it's doubtful whether the title 'Extreme' will be used. 3. due September. 3. The time has passed for Christmas NiGHTS, but try giving Sega a call on 0171 996 4620. 4. We do have plans to do more cool demo discs throughout the year. We'll keep you posted.

SO WHAT DO I DO?

GDI STRATEGY

Some missions can only be completed once a base has been constructed and an army built. Other missions require you to use the infantry designated in order to take out targets such as



radar sites and camps. Some require you to protect buildings and vehicles in order to progress to the next mission. If a MCV has been assigned to your troops, then a base must be built and strengthened. Quickly deploy your construction yard and build a power plant then a Tiberium Refinery. Once your harvesters are up and running, construct a Weapons Factory. Once assembled start to make tanks and build a Communication Centre to keep an eye on the enemy.

Now you have your basic base protections next on the agenda there is nothing more frustrating than your base being destroyed within seconds or overrun by Engineers. If you're really flash you can construct a wall around your base to prevent any unwelcome visitors arriving at the base. Place Advance Guard Towers around the perimeter and one in the middle of the base just in case anything manages to get through.

NOW WHAT?

Right then, your base is guarded, your foundations are laid it's time to build up your base. Next, construct some barracks, this will enable you to create infantry. Repair bays are vital for a successful base, each time your vehicles go into battle, bring them back into camp and stick them on a bay. It's far easier to repair a vehicle than to build new ones and it's a hell of a lot cheaper as well. Another good reason for having them is that if you do come under attack the repair process can be stopped and the vehicles brought into action.

Mammoth Tanks are a good option, they may cost a lot and take ages to build but they are self-bearing. If attacked they'll blast any vehicle that approaches and if they are damaged they'll repair themselves.

I JUST DON'T HAVE THE MONEY

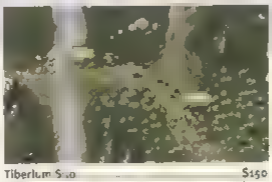
Nearly everything you build requires power and this requires the construction of Power Stations. Watch your power meter on the left side of the screen, making sure the coloured bar is above the marker at all times. If the power drops beneath the marker you risk losing the use of your Communications Centre and repair bays. Constructing units and buildings take longer to, so make sure you have enough plants to cover your base power needs. If you lose loads of power and not enough units have been made, then you face certain doom.

EVERYTHING COSTS MONEY

Everything costs money so if you're on a budget, here's a list of what's on offer in the GDI store.

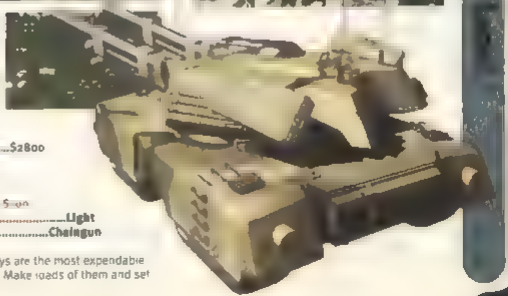
BUILDINGS AND STRUCTURES

Sandbag Wall	$50
Chainlink Fence	$75
Concrete Wall	$100



Tiberium Silo	$150
Power Plant	$300
Barracks	$300
Guard Tower	$500
Advance Power Plant:	$700
Communications Centre	$1000
Advance Guard Tower	$1000
Repair Bay:	$1200
Helicopter Pad	$1500

Tiberium Refinery:	$2000
Weapons Factory:	$2000
Advanced Communications Centre:	$2800



INFANTRY

Minigunner $100
Armour: Light
Weapon: Chaingun

These little guys are the most expendable part of the unit. Make loads of them and set them to guard your base.

Armour: Light
Weapon: Grenade

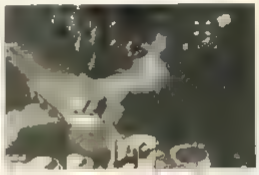
A small group of these guys can do a lot of damage if positioned correctly. Make a group of three or four and deploy them in various sections of the map.

Armour: Light
Weapon: Bazooka

Like the Grenadiers these guys can cause mass destruction in small groups. They also work best in small groups deployed around the map.

Armour: Light
Weapon: None

Always have a few of these guys ready. They have no weapons so they need protecting. Grenadiers or Bazooka's will do the job. Escort the engineers into the enemy base and quickly deploy them into your opponent's buildings to take over them. You now have two choices: sell what you have just captured or build up a new base. Changes are though there will be heavy enemy presence at the camp so you may be best to sell up.



he copters or the ion Cannon. Place a couple of these weapons in the enemy base and deploy some bazooka's quick time.

IM TANK $800

Armour: .....**Medium**
Weapon: .....**Cannon**
The most common GDI offensive vehicle. These are brilliant when deployed in large numbers. Spend ten minutes collecting Tiberium and making these babies and your enemies will probably surrender

ALKER $800

Armour: .....**Light**
Weapon: .....**Rockets**
The rocket launchers are rather slow but they can take out units from a far distance making them pretty

at units from a d stance. Chances are their weapons won't be able to reach you making them easy pick ngs

VEHICLES

VEE S

Weapon: .....
Chaingun
The Hummi-Vee is very quick and can outrun almost every other vehicle and gun. Use these to s out around the map at top speed covering any unexplored ter n

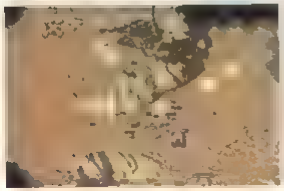
around the map. As soon as

SAM SITE

Armour: .....
Weapon: .....
Machine Gun
These can hold up to five troops at a t me and are quite fast as well. They're best used for uncover ng terrain and moving into an enemy base to follow up an attack. If you have attacked a structure with

Armour: .....**Heavy**
Weapon: .....**None**
A must for those who need money. It's usually a good idea to have two or three of these so that money is continually coming in. Harvesters aren't equipped with weapons but are great for running over large numbers of troops.

Armour: .....**Heavy**
Weapon: .....**Dual Cannons/Missile Racks**
They may cost a lot and take a bit of t me to construct, but they're worth it. A group of these are capable of taking out major targets. Make sure that your Mammoth Tanks are escorted by some smal tanks as they can pursue the small attacking vehicles and troops.



NSTRUCTION VEHICLE MCV

Armour: .....**Medium**
Weapon: .....**None**
The foundation for any base. Don t drive around in these too long or you'll lose the construct on site. Deploy the site as soon as poss ble to avoid disaste

AIR Attack helicopter $1200

Armour: .....**Light**
Weapon: .....**Rockets**
Best used in large numbers. Make sure any SAM sites have been destroyed using ground fire before you even th nk about using the choppers. Once all SAM sites are wasted then attack, one bu ld ng at a time. For kicks, destroy the enemy harvester on your way to the base

A WEAPON ION CANNON

This s only available to the GDI task force once an Advanced Communications Centre has been erect ed. Once these have been constructed, the Ion Cannon will appear under the Orca icon. You must wait until the Ion Cannon is ready to be fired by keeping an eye on the white shade counting clock wise. Once primed, click on the Ion Cannon icon to be prompted to choose a target. The cannon is a weapon of mass destruction so select your target care fully. Power Stations are an excellent choice fol lowed closely by the Construction Yard. If the Ion Cannon doesn't completely destroy the building, quickly send in some APC's carrying Grenadiers. Deploy them quick smart and attack the crippled target

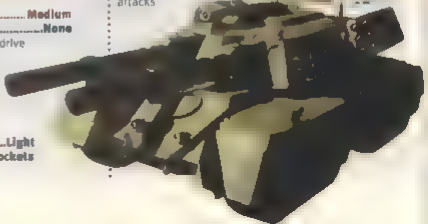
BROTHERHOOD OF NOD

So you think you're a bad ass mutha who can rule the world by bu lying and ki ling innocent civilians? We m not go ng to a gue with that bu t you're right here s the complete list of passcodes for the NOD instalment. Can hand them to you on a tray sir, and maybe clean your boots on the way out sir?

Mission 2:	WW44YSETB	Mission 13:	SCUHO3BTQ
[illegible]	[illegible]	Mission 14:	ZGoWCIT3D
Mission 4:	HPYBFJNEG	Mission 15:	RCG4YTsWJ
[illegible]	[illegible]	Mission 16:	K8SYKSKO5
[illegible]	[illegible]	Mission 17:	ZGhNQUAJNO
[illegible]	[illegible]	Mission 18:	J8E3GKWHU
Mission 8:	E5BoFWYER	Mission 19:	K8APBKA8G
Mission 9:	OT_T6IEC,	Mission 20:	C4QJXVM1M
Mission 10:	MB34DBJPR	Mission 21:	WF4S9XoZW
Mission 11:	oGERBW53T	Mission 22:	RXLAVC20T
Mission 12	WWMD4TooK	Mission 23:	Z15KIOE6Z
		Mission 24:	VHDO2YPZ5

GDI

The Construction Yard is always the first building to be laid down. Next come the Power Plants to get your base up and running. The Tiberium Refinery is also one of the most important structures so that goes up next. The Hand Of NOD is the equivalent of the GDI's barracks, construct one of these so foot soldiers can be made. The Temple Of NOD is the Communications Centre and should be heavily guarded against the threat of invasion, a few SAM Sites should be placed down to deter aeria attacks



WE NEED WEAPONS

The Brotherhood of NOD cannot make a weapons factory on field, so it has to rely on weapon drops from large carriers. Construct an Airstrip to bring up the artillery options. Click on the vehicle you wish to order and it will appear by the Airstrip, the best delivery service in the world.

Once the main structures have been constructed, you should make sure that a couple of Obelisk Guard Towers are erected. These high powered lasers can take out groups of men in a blink of an eye and can damage heavy tanks just as quickly. These weapons of death need huge amounts of juice so plenty of Power Plants are needed. If you rely on these towers to guard your base, you'll want to keep an eye on your Plants as they will be the first target on the GDI attacking list.

DOWN ON THE HOOD

Well, what can your money get you in the merry land of NOD?

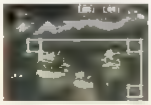
BUILDINGS AND STRUCTURES

Sandbag Wall: $50
Chainlink Fence: $75
Concrete Wall $100
Power Plant: $300
Hand Of NOD: $300
Advance Power Plant. $700
Repair Bay: $1200
Tiberium Refinery: $2000
Airstrip: $2000
Communication Centre: $1000
Tiberium Silo: $150
Gun Turret: $600
Sam Site: $750
Obelisk Guard Tower: $1500
Temple Of NOD: $3000

INFANTRY

Minigunner $100
Same as GDI

Flamethrower $200
These guys can cause some heavy damage at close range, but they can be easily picked off if you keep your distance. Bazooka's are the best form of attack for the flamethrowers.



Bazooka $300
Same as GDI

Engineer $500

Same as GDI

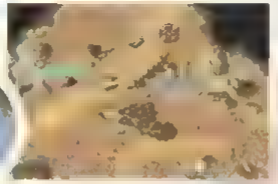
VEHICLES

Armour: Light
Weapon: Machine Gun

These little beauties are very fast so uncovering terrain is quick and easy. In large number these are excellent for taking out troops and small numbers of artillery.

Armour: Medium
Weapon: Heavy Cannon
We recommend you make a small legion of these and just drive around the countryside. If you have built enough you should be able to take out a whole base and army. Make a small group and send them on ahead to take out any turrets that might be waiting.

Armour: Light
Weapon: Rockets
Used in the same way as the buggies although these are much lighter and more manoeuvrable. Excellent for taking out troops and small vehicles.



Armour: Medium
Weapon: Cannon
Use these to crush troops and to break down your opponents defences. Send a group of these ahead of the mobile artillery units and world domination will be yours.

Armour: Light
Weapon: Twin Flame Cannons
Brilliant at close range but not too hot at a distance. These are a soldier's nightmare and can cause some hassles for light tanks as well.

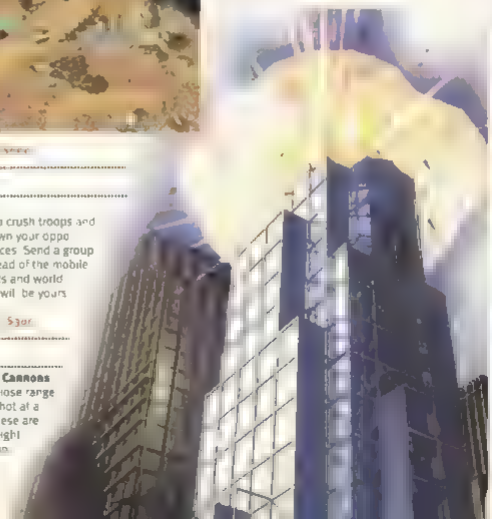
Stealth Tank $900
Armour: Light
Weapon: Rockets
These are superb for sneaking into an enemy base. Use them to infiltrate and breakdown defences. Very good at catching the enemy off guard. Their armour is very light so that won't last long in the field, so attack in groups of three or more.

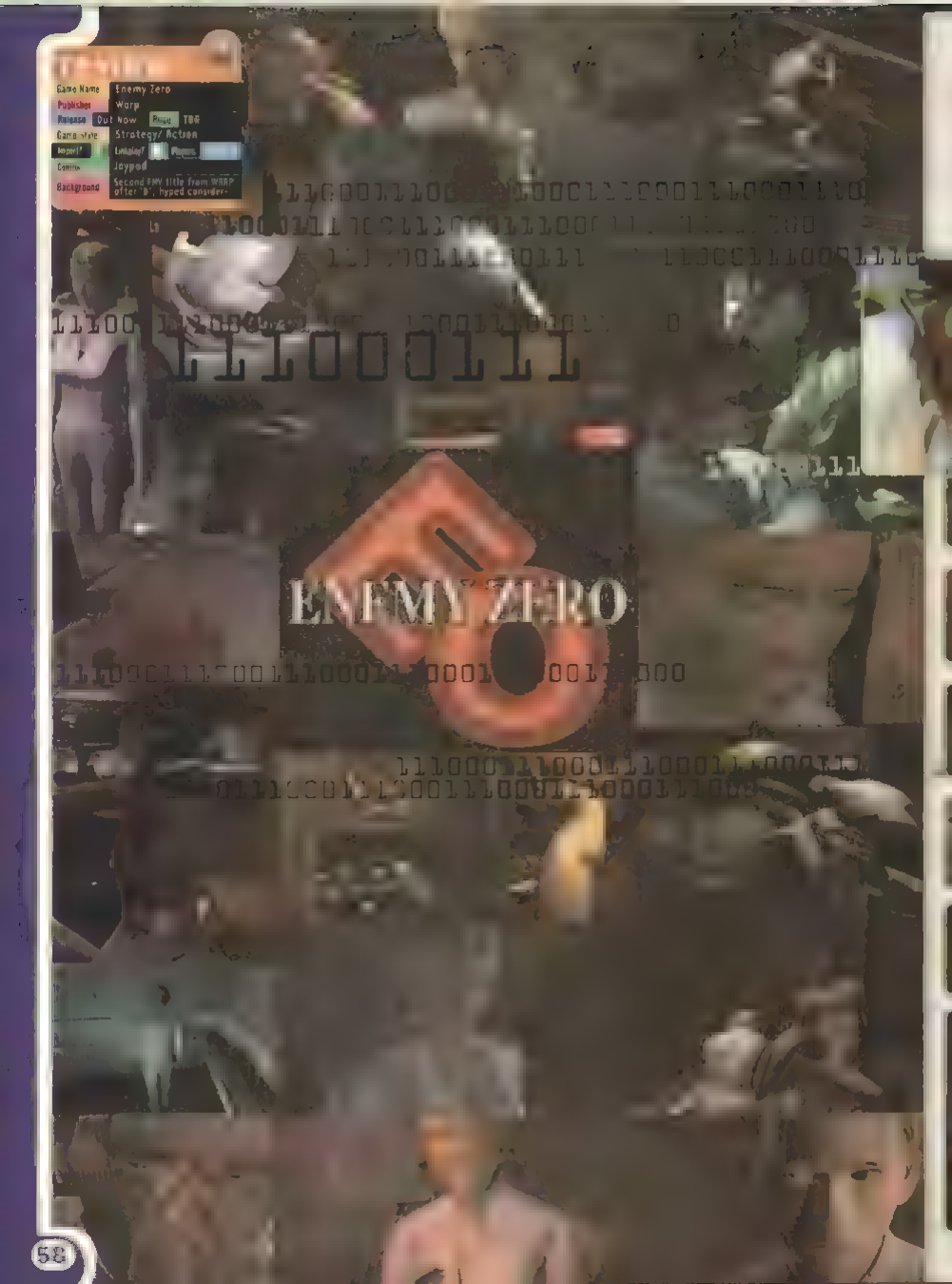
Same as GDI

If a battle is going your way and the last of the enemy troops are being squashed, sell your buildings and structures pronto as some of the money will be carried over to the next level. Once the money has been transferred you'll be able to construct a high powered base very quickly in the next mission.

BUT WAIT!

Well that's it for now, if you have any super hints for this very superb strategy game, send them in to Mean 16 tips. You never know, there could be a Saturn game in it for you!




Game Name
Enemy Zero
Publisher
Warp
Release
Out Now
Price
TBA
Game style
Strategy/ Action
Keyboard?
Joypad
Controls
Background
Second FMV title from WARP after "D", hyped consider-
ENEMY ZERO

Just when you thought it was safe to go back into hypersleep, come the uncomfortably close encounters of Enemy Zero.

Amidst thousands of light years worth of darkness, a small glow appears. There is no one to acknowledge the pale light. The main computer of the space freighter AKI is informing only itself, it is bringing the seven man crew out of hypersleep. There is a problem meriting such extreme action.

Laura shakes off the last vestiges of chemically formulated and controlled slumber. Despite the drugs administered to prevent the nausea and disorientation that months of hypersleep can produce on waking, she is a little shaky on her feet. There is another feeling too, one new to her on the AKI, anxiety. It is some time since unsolicited visits that last no more than a few hours, and rarely. It's almost like an unreality. Laura vaguely wakes to the alarm. Memories flood back, terrifying ones, she decides to consult the other crew members.

TURNING THE PAGES

The most important system the AKI has, is the VEXX communication system. Effectively a terminal to the ship's main computer, the VEXX has three main functions. The first is a Videophone allowing you to contact the other members of the crew in their own cabins. The second is a series of maps for each of the floors of the four towers. Supplementary to this, is a central locking system allowing certain doors or shutters to be secured or released via the main computer (however, access to this is classified and only available at a limited number of terminals). Lastly, the Database is a selection of files covering such areas as the crew complement, main systems of the ship and an area for crew members to keep their own personal documents. Access to this is privileged. There is a terminal in each crew cabin and at strategic points around the ship.

ATTEMPT AT THE MAP

The AKI is an average interstellar freighter, currently on a pre-programmed Earthbound telemetry. The ship's crew areas are split into four towers [illegible] area, and the [illegible] the valve- [illegible] area. Importantly, the towers are linked in a circular arrangement by simple walkways. Travel between floors is by a series of elevators.

TURNING THE PAGES

Defining quite what sort of game Enemy Zero is presents a problem. It's an adventure, certainly, with its puzzle-solving elements and object manipulation, but frequently lives up to its billing as an 'interactive movie', Laura does perform actions, Laura sometimes just needs to be in a certain place to trigger events that propel the plot, rather like turning pages in a book. [illegible] the dialogue is luxurious. The exact [illegible] of the [illegible] discovered, with [illegible] [illegible] [illegible] the [illegible] [illegible] the alien systems, [illegible] database being the [illegible] exception) are presented in English, presenting no problem. The 'look and use' mechanism of the gameplay is as simple as can be. Laura will direct herself to certain points in a room. You can command her to look more closely if there is something worthy of investigation. If she discovers an object, it becomes part of a pictorial inventory which, used later, a simple button press is all that's required. Objects cannot be used inappropriately, encouraging a process of trial and error.

If your spine is in need of a tingle, place an order for £0

FIGHTING THE ALIEN

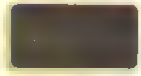
There are many weapons on the AK but the most useful kind of weapon to them is that some of these have developed resistance to energy weapons used. Such a gun fires a blast of electricity, heavy for industrial purposes, but it's strong enough to kill most organisms. They are also the perfect combat weapons for two reasons. First, the range is limited and any creature would have to be almost upon the user before they could fire for a few seconds to build up a maximum charge. There are two charge points located around the ship.

ALIEN SYNDROME

We've been banking on the being's main character to Ridley Scott's classic sci-fi movie, Alien. Indeed, it's, and as proved we're not the only party, here's a list of coincidences' between the Event and the mother of all monster movies.

ALIEN

The crew are awoken from Hypersleep after the ship's computer, Mother, detects a distress signal.



EO

The crew are woken from Hypersleep when the ship's computer detects an emergency.

ALIEN

The Alien picks off the crew one by one in no particular fashion as they hunt it around the ship.

EO

The enemy picks off the crew one by one in no particular fashion as they hunt it around the ship.

ALIEN

One of the crew, Parker, is secretly an Android.

EO

One of the crew is an android although she is totally unaware.

ALIEN

There's a conspiracy behind the Alien's distress signal involving the ship's owners, Weyland-Yutani.

EO

There's a major space-age uncovered secret that's behind the mission of the AK and some of the crew are in on it.

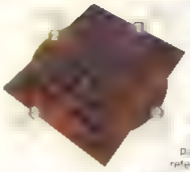
ALIEN

The Alien evolving cycle reproduces by impregnating its victim orally, with its offspring bursting forth.

EO

We're saying nothing for the time being.

INVISIBLE SOUNDS



Vexx proudly announces its latest supplementary sensory system... the Vexx Posrion Ng System, or VPS for short. VPS is an advanced holographic projection system based around a sensory creating [illegible] trained electromagnetics which are denied to human use. Vexx has managed to incorporate the technology into a handheld device which is easy to use for the Android-wearing person who follows the movements of the wearer and projects the holographic image into the area in front of the wearer. The picture of the warning hologram, high, medium or low relative to the position of the deformation ahead, or the [illegible] behind, especially the rapidity of the signal denotes

ALL SYSTEMS GO

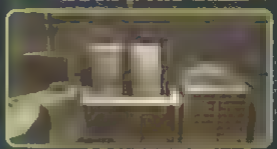
The amount of hardware on a ship like the AK can be daunting if you are unfamiliar with it. Laura has evidently not acquainted herself with many of the systems, and it is your job to work out what they are for and how to use them.

[illegible]

These rooms control power to systems, doors and elevators. They'll have been turned off during hypersleep and need to be reactivated manually.

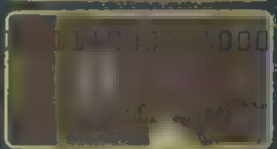
[illegible]

The most secure locking method as it only permits access to those with a correct DNA string that matches those found in the central computer's records. If you're ID isn't on file you won't get in.



[illegible]

Most crew members (technophobes Laura and Kimberley are exceptions) have computers for their own work. Most crew members are also paranoid about others using their PCs.



[illegible]

There are a bewildering range of access-barring systems. Laura has her own key-operated locker on Winter Tower, and there are other disk based systems or even Kenny's idiosyncratic switch combination.

[illegible]

Located in Kenny's cabin, this machine performs all the recognised diagnostic scans on crew patients.

[illegible]

Operated simply by sight, the Holoportal produces a breathtaking virtual exterior view of the heavens. Fans of Star Trek will recognise this device as a variation on the Enterprise's Holodeck.

THE TRAINING GROUNDS

If you feel uncomfortable with the weapon, there is a training area without the game proper, on the first disk. Set in a simple series of wire-frame corridors, the aim is to hunt down the red spheres using the VPS and a charge gun. The levels become progressively more challenging until the spheres become invisible and you must rely on aural clues alone.

THE [illegible]

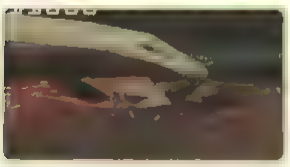
Enemy Zero is a bit of a milestone in gaming, effectively features the first virtual actress. Previous real actors or 'Voxscan' head-fronted games – like Mark Hammill in Wing Commander III, but nothing on the scale of this, where Laura is almost constantly in view and reacting to events in the game like an actress. You might point to Warp's previous game, D, which also featured Laura, but the quality of 'acting' is far superior. In D there was no interaction with other people, but in EO, Laura meets the other crew, comforts them or gets reassurance. She also displays much more emotion – horror, fear, determination, despair, frustration, even love.

THE DARK RECESSES

Laura is, by and large, safe in the rooms of the AK. Danger stalks the corridors, which are presented in realtime. Laura risks life and limb travelling between rooms and towers, weapon or no. Corridors vary from the well-lit passageways connecting the living quarters, to dark service bays and a claustrophobic maze of ceiling conduits.

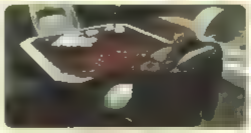
NO TAKERS YET

There is currently no signed deal to release Enemy Zero in Europe. Acclaim were interested until very recently, but have gone cold on the deal due to the lack of a PSX version. Sega are very interested in the game and it should safely see a release under one of these two banners. We would say that getting the whole story in English would enhance the game somewhat.



GORY, GORY HALLELUJAH!

The debate rages about violence in video games, and EO contributes its own stylised brand of 'grand guigno' effects. Laura comes across the hand work of the EO as the game progresses. Its trademark being brutal decapitation. The game makes the most of the chiss (including an amusing severed finger sequence worthy of any Hammer movie. Better than the shock bits is the carefully cultivated atmosphere of tension brought about by facing an invisible foe.



MATT

If Sega UK stays true to its word, and intends to distribute quality software that either [illegible] into a predefined category or would simply be too risky a property for a third party company to handle, then surely Enemy Zero must be a prime candidate for release. By combining believable rendered sequences (easily on a par with the best Namco PlayStation wire) nerve-wracking gameplay and a genuinely frightening atmosphere, EO deserves a place in every Saturn owners software library. I have to admit I was less than impressed with WARP's previous effort, the slightly predictable horror-fest, D, but found its successor to be an intriguing, intensive and claustrophobic experience! Surely the ultimate test of any book, movie or video game is its ability to induce genuine emotion in a person and if that's the case then EO succeeds as not just a classic Saturn title but also a unique piece of interactive entertainment.

GUS

I can suspend my normal prejudice that FMV is rubbish just for Enemy Zero. Every teaser I've had of this game made it my number one import priority and the final product doesn't disappoint. The realisation of the 3D is new and Laura is stunning, taking rendered sequences to a new level. There are several hours of story here with some [illegible] angles, lighting and dramatic tension to plunge the player into a genuinely scary environment. Inevitable comparisons must be made with Warp's first game, D, although EO is definitely superior, and that's not only down to size (EO is effectively twice the size). The inclusion of other characters, and the introduction of a realtime threat takes away the element of 'solve one puzzle, move onto the next'. It won't take that long to complete, and it won't win over those who despise this sort of game, but it gripped me by the throat for a week, and that's recommendation enough.

scores

GRAPHICS 91

90% of the game is rendered. Beautifully. The presentation, using Duck Motion compression is reasonably competent. The corridor sections use impressive realtime 3D, but we never quite glimpse those creatures.

SOUND 89

The score is worthy of composer Michael Nyman, discreet but menacing in the background. The effects are pure sci-fi – the clicks and beeps of any self respecting space freighter.

PLAYABILITY 85

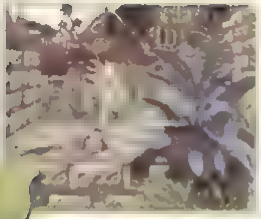
Early on, the puzzles are simple and gratifying. Later the game is more plot orientated. The language barrier deprives you of some of the story.

LASTABILITY 69

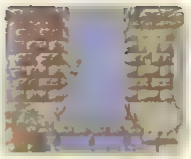
Every effort has been made to make EO last, but inevitably, this sort of game is a short lived luxury. Every minute, though, is quality time.

overall 90

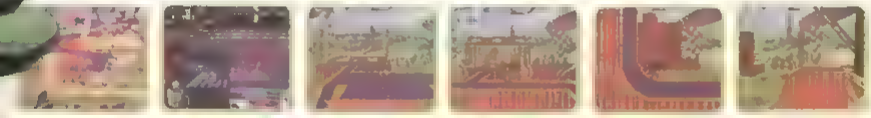
Game Name
BUG TOO!
Publisher
Sega
Release
February
£39.99
Game Style
Platform
Joypad
Background
BUG TOO!



Eighteen months after the release of BUG! the inevitable sequel emerges with yet more of that hilarious American sitcom style of humour (ie. we Brits won't find it funny).



Way back when the Saturn was first launched, new games didn't tend to come along that often and good games even less frequently. So when BUG arrived it received rave reviews and as such was a commercial success. With it's colourful graphics and semi-3D gameplay it was considered a true next generation platformer. But looking back at it now, we realise it wasn't actually that great, in hindsight we can see the game for what it was, an above average platformer with a few shortcomings, notably the rock-hard difficulty level and the high frustration factor. A sequel was inevitable and sure enough BUG TOO! has arrived with the promise that the flaws of it's predecessor have been rectified.

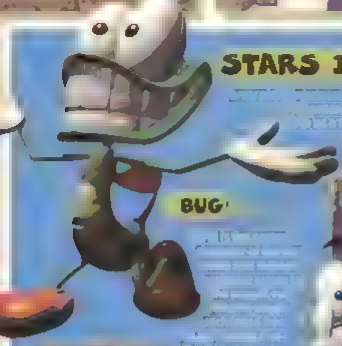


IT'S 3D YOU SEE

BUG TOO! is quite a departure from traditional platformers in that it deviates from the tried and tested run-from-left-to-right formula by adding a third dimension. This gives the game an extra depth element first pioneered in BUG! The 3D settings also enable players to guide their insect heroes into and out of the screen making each level as deep as it is wide. The problem though, lies in judging distances making jumping across huge drops very risky, a bad judged jump will almost certainly result in a hideous and undignified death. However, it's important not to get this 3D element confused with that seen in the likes of Tomb Raider. In BUG TOO! the third dimension is incorporated in a very linear fashion with players enjoying none of the freedom of movement found in the aforementioned games.

STARS IN THE MAKING

BUG!



MAGGOT DOG

SUPERFLY

Whatever happened to Bugaboo the Flea?

IT'S A BIG LEVEL THING

There are only six levels in BUG TOO! but each stage stretches as far back as it does widthways, and with multiple routes, you begin to appreciate just how huge these levels really are. They're massive and they're not all easy either, oh no – in fact they're bloody difficult with a lot more emphasis on puzzle solving than in most platformers. Continuing the movie theme, each of the levels is a spoof of a famous film. Here's a quick look at some of them.

WEEVIL DEAD

SWATTERWORLD

FLEE WEE'S BIG ADVENTURE

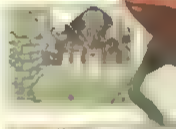
ANTANNAE DAY

CICADA NIGHT FEVER

LAWRENCE OF ARACHNIA

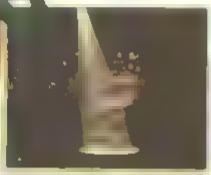
BONUS SUB-GAMES

Some of the best sections in BUG! were undoubtedly the cool bonus stages which involved anything from collecting falling Oscars to racing against Sonic himself. Well, Sega's Away Team have obviously recognised the appeal of these stages and have seen fit to expand upon them exponentially for the sequel. At the last count there were at least 24 bonus sub-games access ble by finishing each stage of the game with over 100 crystals. It's astonishing to discover the vast amount and variety of the sub-games they've included. Some of them may seem familiar to BUG! fans whereas others are completely new. There's even an enhanced version of the arcade classic Q*Bert which looks excellent. Successful completion of these games results in BUG! being rewarded with an extra life or a much needed continue.



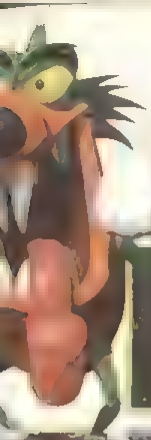
FART MACHINE

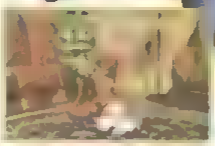
Without a doubt the easiest of the sub games as it requires no skill any skills whatsoever and there's no risk of dying. Simply activate the fart machine and it stops on three of a kind for example three coins. Yes, that's what you get for farting extremely loudly.



OSCAR DROP

Exactly the same as the Oscar drop in the original BUG. All you have to do is avoid the falling Oscars and avoid the potentially quite threatening objects. Stay alive for as long as possible and receive a bonus [illegible]





Q*BERT

[illegible] there's even a version of the [illegible] Bert that's been given the [illegible] avoid the balls descending down the sides of the pyramid [illegible]

BUG TOO!

BUG TOO! is a mixed bag improving on the 3D formula of the original but at the same time suffering from the same shortcomings. The graphics are now much improved and the snail paced speed of the [illegible] picked up with [illegible] move. Add [illegible] actors and [illegible] two player mode and [illegible] very fine [illegible] However [illegible] difficulty level [illegible] the least [illegible] so frustrating. [illegible] Veterans of [illegible] will definitely [illegible] it's basically [illegible] the same with [illegible] gone visiting a [illegible] gone indeed. The [illegible] major gaming revolution in BUG TOO! will be disappointed though as what you see is basically what you get.

[illegible]

I'm afraid my memories of BUG aren't particularly favourable [illegible] as it was the Saturn's first [illegible] platformer. Clockwork [illegible] more than a game it was a tech demo [illegible] Sonic 3D as my favourite Saturn platformer there's no denying that old green genes still has what it takes.

scores

GRAPHICS 87

With cute SGI crafted sprites, all new colourful and detailed backgrounds and some rather smart graphical touches BUG TOO! is visually very impressive.

SOUND 80

The repetitive voice samples with cheesy American sitcom style humour make a most unwelcome return. The cartoon style sound effects are spot on though and the in game tunes aren't too bad either.

PLAYABILITY 84

BUG TOO! is instantly playable with a simple enough game concept but the difficulty setting is way too hard which for many will lead to frustration and boredom.

LASTABILITY 85

The tough gameplay will provide a lengthy challenge, add to this two new characters plus a two player mode and loads of bonus stages and what you have is a game that will take you ages to complete.

overall

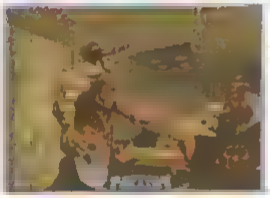
Although flawed, BUG TOO! is still possibly the best 3D platformer on the Saturn to date. Definitely gives Sonic 3D a run for its money.

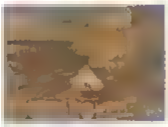
83

Game Name	Doom
Publisher	GT Interactive
Release	Out Now £ £39.99
Game Style	Shoot-'em-up
Import?	Lookplay? Players
Control	Joypad
Background	A conversion of id's seminal 1993 PC classic

Doom is the game that kick started a whole genre. Doom is the game that sold a hell of a lot of PCs. Doom is the game that simply WILL NOT DIE!

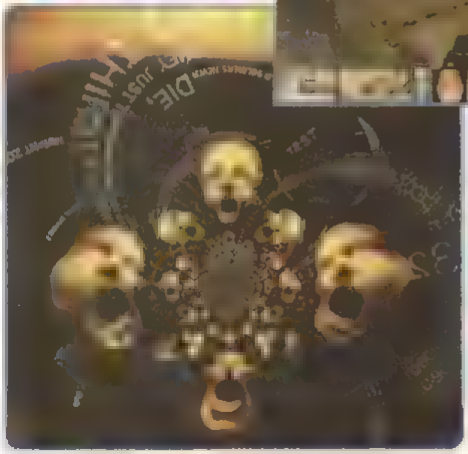
Now it's finally time for Doom on the Saturn, proving beyond a shadow of a doubt that, even after three years, the game is still very much in demand. For those of you who've never played Doom, we now present the Spacecorps InfoDump™ (Short Form). You play 'the hero', a nameless Marine who is part of a team sent to investigate strange reports on Phobos, one of Mars' two moons. The rest of the team get mercilessly slaughtered within five minutes (as per usual), so it's up to you to investigate on your own. Armed only with a pistol, and accompanied by strange alien sounds you venture deep into the shadows of the deserted Martian spaceport. If you were any less of a man you'd be halfway to Jupiter by now, but you're a badass Marine, so it's payback time

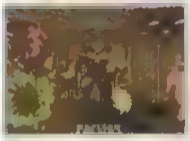




FEERSUM ENDJINN

Compared to the silky smooth shoot-'em-up action of Exhumed, the venerable old Doom 3D engine may appear to be a bit creaky. For a start it's not possible to look up and down, and there are no rooms located above other rooms, but you have to remember that when the game was first released in 1993 it was streets ahead of its rivals. Clever use of light and dark, detailed textures and atmospheric sound effects made Doom one of the most pant-wettingly tense games ever. Doom's semi successor, Hexen, adds the ability to look up and down, plus an innovative level structure that shows there's still life in the old engine. id software, Doom's original creators, have since gone on to produce Quake which is the current multi-player extravaganza in the realm of 3D shoot 'em-ups. It's as good now as Doom was three years ago, and there's even a Saturn version on the way too!





N'ANALOGUE PAS

PC Doom could only be controlled with the keyboard, which gave a very poor control, as the fast movement of the mouse, enjoyed in the game, was impossible. Rage's analogue support was also poor (and incredibly was present in earlier versions of the game), this option is mysteriously lacking in the finished game. Duh!

Argh, we're all Doomed! Run for the hills!

Hmm, which door to take? No doubt both have some big scary monsters behind them. Ah well, such is life...

A veritable truckload of imps eat buckshot as 'our hero' unloads his trusty shotgun into their sorry backsides

DOOM

THY FLESH CONSUMED

Over the last three years numerous versions of Doom have been released on PC, PlayStation, Jaguar, 32X and even the SNES. Saturn Doom contains 36 levels taken from the "Ultimate" package released on PC and PlayStation. In essence it contains all three episodes from the first Doom, plus an extra episode, plus Doom 2, plus nine hidden levels. This means that all in all there are nearly sixty levels of gore-soaked violence to wade through, and with four difficulty settings that could take some time.

BLOW 'EM AWAY

Although you start with [illegible] fists, there are [illegible] you want to [illegible] the [illegible] and your [illegible] on the power of a [illegible] at close range!

CHAINSAW

[illegible] doesn't [illegible] obviously [illegible] cool [illegible] guys.

PISTOL

[illegible] weapon [illegible] taking out [illegible] much [illegible] ammo as

SHOTGUN

[illegible] You [illegible] master of [illegible] played [illegible] shotgun. [illegible] snip- [illegible]

CHAINGUN

[illegible] rapid [illegible] like the [illegible] the [illegible] most [illegible] ammo [illegible] are

ROCKET LAUNCHER

[illegible] that [illegible] fire [illegible] to the [illegible]

PLASMA CANNON

[illegible] and [illegible] the coolest [illegible] of blue [illegible] you [illegible]

BFG 9000

[illegible] fires [illegible] wait as it [illegible] just about anything. Just don't go asking what BFG stands for.

scores

GRAPHICS 46

When it's not moving that is. Some of the levels have been simplified from the PC version and the game runs so slow by than your eyes start to suffer after a few minutes.

SOUND 82

The only redeeming quality of the game. The sound effects survive the transition to the Saturn intact and the music is as atmospheric as ever.

PLAYABILITY 46

The reason the original Doom was great was due to the smooth, fluid game play. That's totally out of the window with the Saturn version. It's so slow and jerky that all playability or any nuances are lost.

LASTABILITY 30

60 odd levels should last you for ages. However, the [illegible] gameplay means that if you're not fed up with it within an hour, you'll probably be feeling physically sick soon after.

overall 39

opinion

STEVE

I'm not quite sure what GT is playing at but seeing the conversion of Doom was a real shack for me. All the classic playability and atmosphere of the original has been ruined by this version of the game to an incredible extent. The level [illegible] compromised considerably they were in the original but even the early seven [illegible] slow down [illegible] to a crawl. The [illegible] weapon creations is [illegible] there's the [illegible] 3D world in Doom. I [illegible] loved it when I was [illegible] for it), and I [illegible] there's no contest. Saturn Doom is a travesty and GT must know it.

opinion

GUS

[illegible] SNES [illegible] update as [illegible] poor. [illegible] compare to ruin [illegible] as important, [illegible] he has [illegible] that's shocking [illegible] there were [illegible] be this bad. [illegible] is that GT shovelled this out pre-Christmas [illegible] reviewable [illegible] being the [illegible] back for [illegible] (anything but this!). Some reviewers evidently don't agree with me. But not any worth listening to.

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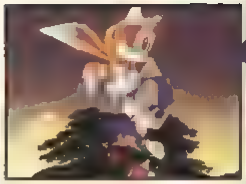
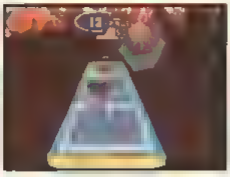
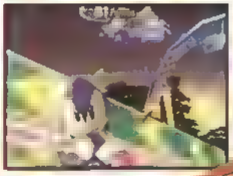
Game Name	Sonic 3D
Publisher	Sega
Release	February
Price	£49.99
Game Style	3D Platformer
Import?	
1stDisplay?	
Players	
Control	Joypad
Background	Sonic finally makes the leap to 32 bit leap to Saturn

Can it be? After two years of anxious waiting has Sega finally delivered the killer 32 bit Sonic title we've all been waiting for?



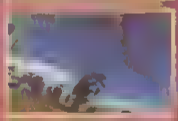


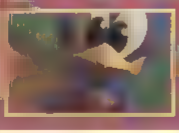
Well, not quite. You see Sega has been attempting to transfer its multi-million selling mammalian mascot to the Saturn for a while now and, apart from minor cameos in the likes of BUG! and Christmas NIGHTS, Sonic is still seen as a reminder of simpler 16 bit days. With Sonic Extreme being canned last year, Sega has instead opted to upgrade its last major Megadrive hit, Sonic 3D, with the bonus of exclusive Yuji Naka crafted Special Stages. The result is a kaleidoscopic isometric platform adventure that combines the classic appeal of the original games with some clever next generation touches.



HOW TO PLAY...

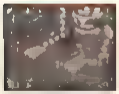
Unlike previous Sonic outings, where the object was simply to make it safely to the finish line in one piece, playing Sonic 3D requires mastering a new discipline. For starters, the layout of each level often results in players retracing their steps in an effort to locate certain items and Flickies. These cute fluffy fellas are peaceful denizens of Moebius transformed by Robotnik into mindless mechanical drones. By smashing into these Badniks and then collecting the liberated Flicky, Sonic is able to drop them off into teleporter rings located at various points throughout each stage. Depositing all five Flickies into the mid-level and end-of-level rings transports Sonic further into the stage.

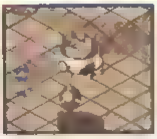


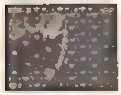


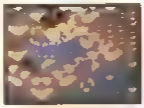
ANIMAL MAGIC

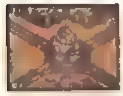
MASTER OF DISASTER



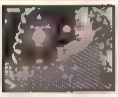




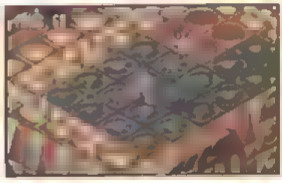




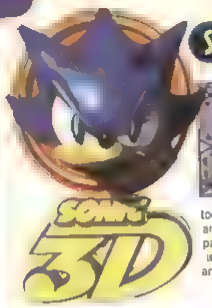
Sonic's eternal nasty nemesis, das tardly Dr. Robotnik, is back once more in Sonic 3D and this time he's created even deadlier destructive devices. Following the successful completion of both sections in each stage, players will face the mechanised might of yet another cunning construct. Robotnik will appear in his protective, armoured sphere and then attach himself to a lethal machine. There's always a pattern for defeating each end-of-level creation but doing so may cost Sonic precious rings. Roughly a dozen hits are usually all that's required to finish off this moustachioed menace. Try some of your own medicine Doc! The bottom right picture shows Robotnik's true mean face if you finish the game with all the Emeralds.



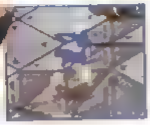
BONUS STAGE BONANZA!



Check next month's Mean 16 for a Sonic 3D level select!



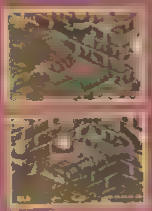
SONIC 3D WORLD TOUR



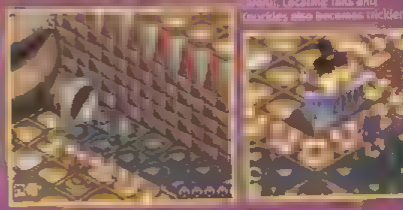
Although there's nothing dramatically innovative about the level designs featured in Sonic 3D (hey, who wasn't expecting a grassy first stage or even the obligatory ice zone?), the unique isometric playing angle often obscures hidden items or secret passages requiring player to do a little more legwork. Let's take a quick look at each zone and the obstacles that await Sonic

GREEN GROVE

RUSTY RAIN

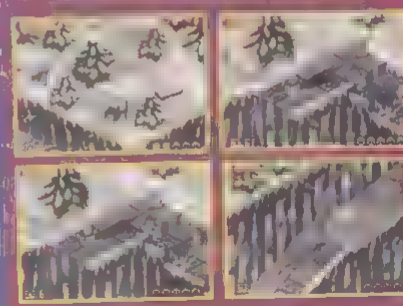


SPRING STADIUM

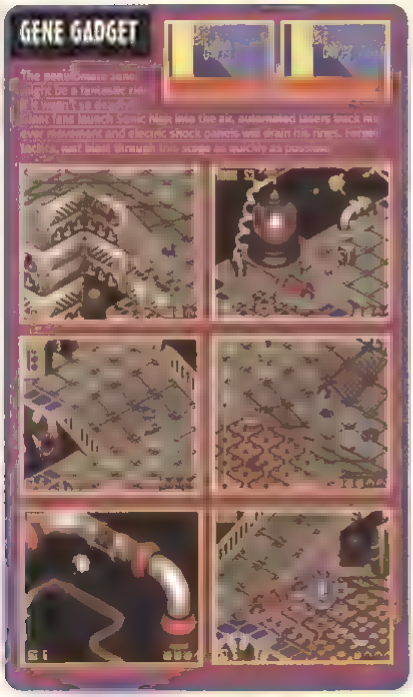


VOLCANO VALLEY

DIAMOND DUST



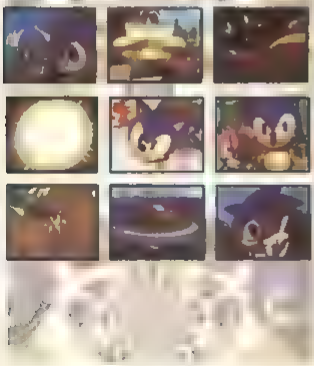
GENE GADGET



PANIC PUPPET

THE END...OR IS IT?

Although completing Sonic 3D takes only a few hours (for us hardened gamers that is) players will only be treated to the final pre-rendered end sequences when Robotnik [illegible] Flicky friends freed. Sonic can once again hang up his red boots secure in the knowledge that Mobius is safe once more. However the evil Doc still has the Chaos Emeralds in his possession. By completing a certain bonus stages and THEN finishing the game players will be treated to the full ending exclusively revealed here in all its glory!



comment

STEVE

Sonic 3D was a great leap forward for the Megadrive. As it offered new [illegible] previous [illegible] Sonic became less wear [illegible] seemed as though we'd have a while to wait for our first Saturn [illegible] game, until Sega unleashed their Sonic 3D would be remembered merely as the Saturn. However, aside from enhanced graphics and weather effects, the port of Saturn Sonic 3D are identical to the Megadrive game, which really is a disappointment. The new [illegible] aspect, however, are [illegible] as you'd imagine a Sonic game on the Saturn to be. The main problem I have with Sonic 3D and the [illegible] Megadrive version as well, is that Sonic was always just a fast, linear game, and the mechanics of Sonic 3D have slowed the action down to a point where it's just not Sonic anymore.

comment

MATT

The Saturn version of Sonic 3D has been the subject of [illegible] among the MEAN MACHINES staff of [illegible] for allowing while the rest of [illegible] DX owner but also regard [illegible] thanks to the [illegible] carefully [illegible] light, and set new standards. Later this year. Until then give Sonic 3D a spin, the little blue fella won't let ya down!

Review

GRAPHICS

Enhanced Megadrive visuals, with added background animation, textured surfaces and a more polished feel. The 3D bonus stages will blow you away!

89

SOU[illegible]

Gone are those annoying 16 bit tunes to be replaced by some amazing harmonies including hardcore jungle, [illegible] and CD streamed [illegible]

90

PLAYABILITY

Once you get used to the unfamiliar playing angle, Sonic 3D handles superbly. The extra strategy element provided by the collection of Flickies adds to the game's depth.

91

LASTABILITY

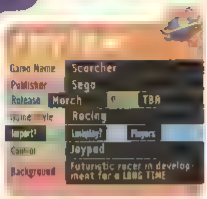
It shouldn't take players that long to complete the seven stretched stages but obtaining all seven Chaos Emeralds will test even seasoned gamers to their limits.

82

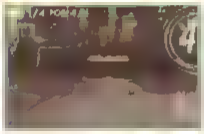
OVERALL

An impressive HD update with the added bonus of Sonic Team created secret stages, revamped music and cool rendered sequences.

90

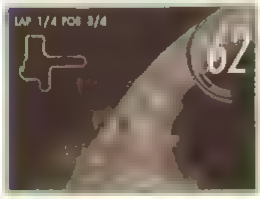


Whatever the inconveniences of Post apocalyptic urban wastelands, they sure are a lot of fun. The rapscallions of Scorcher have turned them into a series of interesting race tracks. Almost makes all that radiation sick ... worthwhile



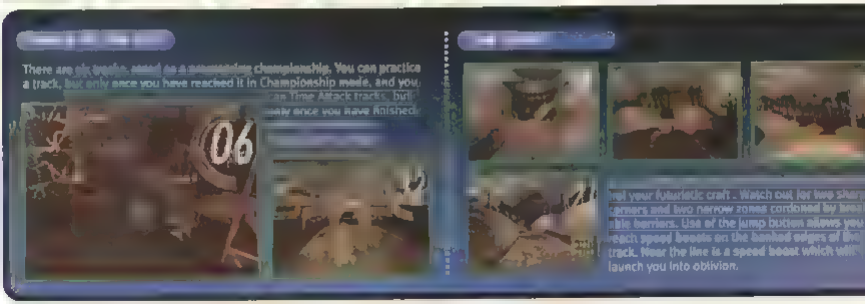
Quite what goes on at Scavenger, the strange game developer, is a mystery, but it can't be the pro gramming of Scorcher for most of the time. This game is so overdue it looked like giving Heart of Darkness a run for its money (but really, that would be silly). Originally planned for the 32X, then not-so-swiftly adapted for Saturn, only Scavenger could decide racing in giant wireframe spheres across rubble-strewn landscapes would work. Quite why and how this pursuit evolved is not elaborated to within the game. You just jump into your big metal marble and set off to beat your other post-apocalyptic opponents.

SCOR

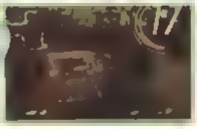


ROLL WITH IT

At first Scorcher strikes you as a future-racer in a similar vein as Psygnosis's Wipeout, but it's a good deal more subtle than that. Actually, it's the closest thing to an amalgam between a driving game and a platform game that we've ever played. The driving part involves staying on the wild-curved courses, mastering breakneck speeds and beating the three other competitors (although ultimately, it's the clock you're racing against for promotion). The platform side centres around the inclusion of a jump button which enables players to avoid track based hazards. The driving surface of each of the circuits is not complete by any manner of means. Obstacles range from immovable debris to emergency barriers which may be smashed, but slow you down. On raised courses, there are plenty of opportunities to fall through the floor, removing you from the race for vital seconds. The key to scorching through Scorcher is learning the layouts and leaping across all impediments, Sonic style. Once you've sussed out each track you'll have no hassle


There are six tracks, raced on a demanding championship. You can practice a track, but only once you have reached it in Championship mode, and you can Time Attack tracks, but only once you have finished
06
Feel your futuristic craft. Watch out for two sharp corners and two narrow zones cordoned by breakable barriers. Use of the jump button allows you to reach speed boosts on the banked edges of the track. Near the line is a speed boost which will launch you into oblivion.

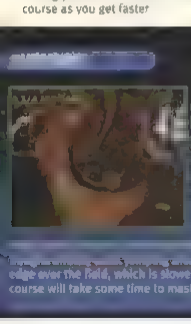
CHER



Scorcher

THE NEED FOR SPEED

The innovative approach to accelerating and control is an example of Scavenger's emphasis on game physics and mechanics. Your 'marble' has a standard accelerator control, but it quickly reaches a relatively high speed. However, you can increase it by using speed boosts. These are picked up from the course and, unlike normally, using speed boosts in a game would increase your speed temporarily. But in Scorcher you retain that boosted speed until you collide sufficiently hard enough with an obstacle or racer to lose it. This makes the use of boosters much more strategic and it increases the challenge of the game proportionately with your ability. The second form of boosting involves pads which activate a temporary trail of chevrons providing a sudden burst of speed. These offer a great advantage, but the craft becomes a most uncontrollably fast. As you learn the tracks and attain more boosters, your overall speed becomes much higher, and the test of your reflexes is greater. The craft will bounce off objects differently depending on speed, forcing you to construct new strategies for each course as you get faster.



Slightly more [illegible], this is a [illegible] with a few [illegible] linked by [illegible]. There's a [illegible] of twist- [illegible] of racing [illegible] marble [illegible] a [illegible] [illegible] you an edge over the field, which is slowed by them. This course will take some time to master.

point in the [illegible] when the public becomes impatient and restless unless the goods are forthcoming. Timing with a title for too long or push back a release date too often and fickle console owners will [illegible] magazine [illegible] and previews. Take Heart of Darkness for example. Will it ever appear and when it does, [illegible] hyped to hell, [illegible] to live up to its high expectations? Although not directly in the same league as H.O.D, Scavenger's apocalyptic shoot 'Scorcher' has also been [illegible] by various development deities. We've been itching to get our grubby mitts on the finished game for some time now and thankfully the finished product is as polished as we expected. Whatever may mimic it has the futuristic racing marble all sewn up but with its own unique mix of warped tracks, breakneck speeds and lashin' techno tunes, Scorcher looks set to overtake its pursuit opponents. However, the lack of a two player mode is a major disappointment and will hamper Scorcher's long term appeal. As it stands though, the one player game is fast, furious and so in your face you'll soon forgive Scorcher's initial shortcomings.

STEVE

half-baked forms [illegible] nothing special. But a weekend spent with the final product and it suddenly all clicked. This is a cool game, not just a pale relation of Wipeout. Part of the coolness is the kind of speeds that can be reached, and the other side to it is the subtlety of the control. At first you're overpowered, your craft dropping down every possible hole in the scenery. But some effort into learning the course and you're whizzing across them. In turn, you go faster, and suddenly the ball rolls the track differently and you need to adjust. The nuisance of this makes play long. Courses look like cruising. While I get all that, I reproach that Scorcher's gloomy look is a bit uninspiring. The 3D is fast – it was built as a showcase for the Saturn, but some of the clipping is poor, and the scenery gets a bit samey. Also, there's some bad slowdown when all four racers are on screen. The music deserves a mention. Jessyp Hall's excellent trademark techno. With its diverse lack of options (no 2-player mode) Scorcher hangs [illegible] but for committed racers bored of the same old thing, here's something even more distinctive than Wipeout.

GUS

SCORES

GRAPHICS 87
Ultra moody in true Scavenger mode. The 3D is occasionally glitchy but the game runs like an absolute rocket. Later courses roll and plummet in alarming, but impressive fashion.

SOUND 90
Six techno cuts, some generated in realtime on the Saturn's sound chip. A couple are outstanding and the remainder at least capture the atmosphere. Played without music, the sound effects are sufficient.

PLAYABILITY 89
Players can initially recoil at the apparent lack of depth and the stop start nature of course three onward. Learning the game and getting its feel, is essential to seeing the point of Scorcher.

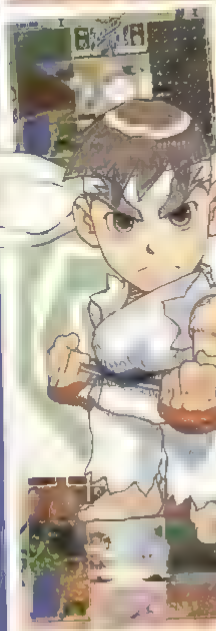
LASTABILITY 85
Scavenger have let their project down by a lack of supporting options. The courses are more difficult to master than most race tracks, but chasing times is the only long term option.

OVERALL 87

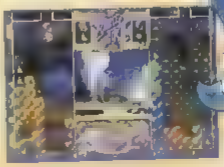
Game Name	Super Puzzle Fighter II X
Publisher	Capcom
Release	Out Now Price TBA
Game Style	Strategy/ Action
Players?	1/multiplay? 2 Players
Control	Joypad
Background	

It would appear that Capcom reckons you can never have too many Street Fighters

After all there are two new arcade games, Street Fighter EX and (at long last) Street Fighter III, in development, and also rumours are circulating of an action/adventure game based on the antics of the World Warriors. So while Saturn owners wait for the arrival of X-Men Vs Street Fighter later this year, what could be better than yet another Street Fighter game to fill the gap? Except that this time, the carefully honed one-on one beat-'em-up action goes right out the window as the SF band team up with Capcom's other creations, the Darkstalkers, in a peculiar puzzle fight to the death.



PUZZLE FIGHTER II TURBO

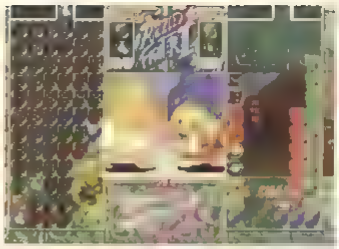


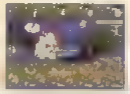
ALPHA COUNTERS

Super Puzzle Fighter II X is essentially a variant on the Columns theme, as players must match up coloured gems as they fall from up on high. Unlike Columns, where you simply had to match three gems of the same colour to make them disappear, Puzzle Fighter has special 'trigger' gems that cause adjacent gems of the same colour to disappear. So it's possible to collect loads of gems together, and then destroy them all in one go. For each gem that is destroyed, a timer gem appears in the other player's pit, which counts down for a few seconds before turning into a regular gem. The more gems destroyed simultaneously, the more timers appear in an opponents pit. If the gems are arranged so that when one set of gems is destroyed, gems of another colour touch the appropriate 'trigger', you get a chain. By setting up multiple chains, you can really send your opponent to the cleaners as you drop up to 99 timers on them! Destroying gems also cancels any timers that your opponent may be about to drop on you

WEIRD WORLD WARRIORS

What makes Puzzle Fighter unique is that you can select a cute, squashed down (or Super Deformed, if you will) Street Fighter or Darkstalkers character to play as. Ryu, Ken, Chun Li and Sakura represent the World Warriors, while the Darkstalkers crew consists of Donovan, Felicia, Morrigan and Lei Lei (or Hsien Jo if you insist). Also available as hidden characters are Dan, Gouki and Devilot, who is a character from Capcom's little known robotic beat 'em-up, Cyberbots. As the players destroy gems, characters perform special moves in the centre of the screen. Finish a round in a spectacular fashion, and your chosen fighter will pull off a Super Combo Finish, complete with Street Fighter Alpha starburst background. Each character also has a counter move, which may be activated by arranging gems in certain patterns.





PRIVATE PARTS

As well as the standard Arcade mode, Puzzle Fighter also offers players the snappily titled Street Puzzle Mode. Here players select a fighter and face off against six mystery opponents. Every time you defeat a character, you receive a new hidden feature. These hidden extras include the three extra characters, sound and music tests, a very scary 'original song' in Japanese, an image gallery, an extra (and surreal) Showtime demo and an Expert Arcade mode. With a total of 48 secret items to find, is that an excuse to keep on playing or what?

comment

MATT

As a recent Saturn convert and self confessed Baku Baku Animal fanatic, I was anxious for Puzzle Fighter to live up to its proposed hype. Surely the combination of a rock solid puzzle game and Capcom's trademark license to print money (ie. 'Street Fighter') should result in an awesome title. Alas it was not to be. Unlike Baku Baku or Bust a Move 2, Puzzle Fighter's gameplay is incredibly frustrating as you expect translations of shattered gems to appear all sorts of animated antics in the centre of the screen. Unfortunately this just not the case and players will often feel cheated and confused when seemingly well-executed tactics fail to activate character's special moves or defeat even the simplest opponents. On the plus side Capcom seems to have taken note of Sega's tactics and included plenty of hidden features and modes for determined fans to tackle but I'm not so sure the rewards are worth the effort required.

comment

STEVE

Being something of a Street Fighter fan I have to admit I was initially a little skeptical about Puzzle Fighter. Would it do justice to Capcom's World Warriors? Then I saw the SD (Super Deformed) versions of Chun Li and co. and all was peachy keep mungo. As it's heart, Puzzle Fighter is just a variation on the classic Columns theme but the addition of new car toting fighters makes it all the more fun and refreshing. Moreover the puzzle action hasn't been exactly perfect, as it when on the appearance of megagems to clear the coloured blocks which pack up in your pit. When these gems magically fall on screen in crucial moments, things can get a little frustrating as you lose without being able to do anything about it. But if you're into your Street Fighters, you can overlook this and appreciate Puzzle Fighter for what it is: an extremely cute and (mostly) playable puzzle game.

TURBO OR NOT TURBO

We reviewed the Japanese import version of Super Puzzle Fighter II X. We suspect the official UK release will be handled by Virgin and also renamed Turbo, but only time will tell.

scores

GRAPHICS 85

Simple but effective. The fighters are extremely cute and as well animated as the full sized versions. There are also tons of references to other Capcom games in the stage backgrounds to amuse SF anoraks.

SOUND 88

The music is generally made up of remixed versions of regular Street Fighter and Darkstalkers tunes. The speech is the same as usual, but there's more banter (in Japanese) between the in game characters during matches.

PLAYABILITY 88

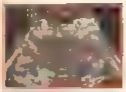
Puzzle Fighter would be supremely playable were it not for relying on trigger gems to destroy blocks, which can get annoying as your pit fills with no hope of recovery. Other than that, it's like most Tetris games.

LASTABILITY 90

With the original arcade game, an expert mode and the Street Puzzle mode, the one player game will keep you busy. The two player game will last longer if you can handle frustration at the pot luck nature of trigger gems.

overall 87

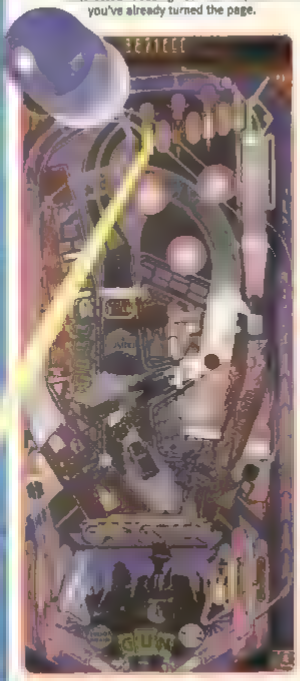
Game Name	Tilt
Publisher	Virgin
Release	TBA
Game Style	Pinball
Players?	
Control	Joypad
Background	NMS Software has been working on this for 2 years



You can't teach your granny how to suck eggs. You can't teach Bally Midway or Gottlieb anything about pinball. But Virgin has a go

When NMS first devised Tilt, they got into some high-level talks with Williams, the world-renowned pinball manufacturer. Williams was interested in doing pinball video games of its own, and NMS thought of licensing some tables. In the end, it came to nought, although Williams ditched its own plans on the strength of Tilt's competition.

Despite not relating to actual tables, Tilt, essentially a 2D scrolling pinball sim, nods in the direction of lots of classic table. Roadking USA in particular borrows heavily from tables like Bally's Transamerica, and Star Quest has a real Data East feel to it. If these subtleties mean anything to you, you're probably interested in seeing how Tilt compares with the likes of Pro Pinball: The Web and Pinball Dreams. If not, you've already turned the page.

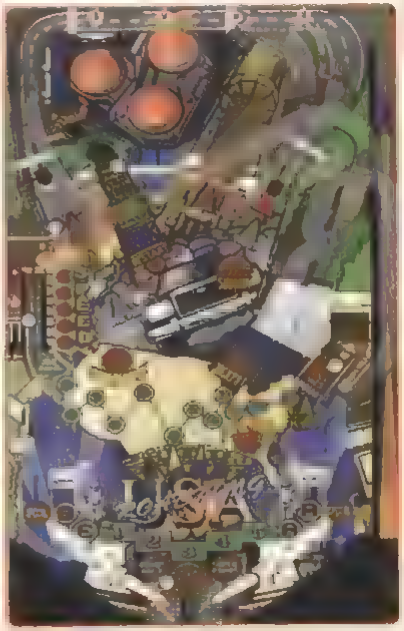


CUNNING PLAN

Tilt offers a choice between a plan view – where the table is shown from a vertical perspective and covers several screens – and a raked view, a 3D angled look down the table, which is shown within a single screen and doesn't move. While that is more attractive and gives a better sense of 3D, the features are small and the layout difficult to work out.

ROADKING USA

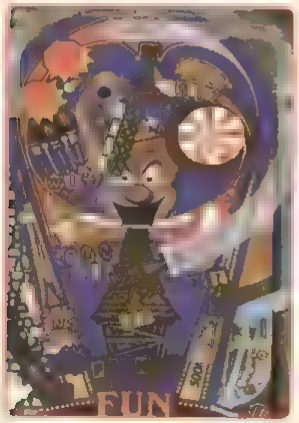
A typical 'car race across America' table and one of the easier ones. Go into the auto shop to set off the bonus modes, and travel through subways to advance the jackpot.



MIGHT AND MAGIC

The art looks pretty crap, and the style of the table is older with an emphasis on bumpers and drop throughs. The bonus modes are quite hard to locate, but raking up huge scores in them is quite [illegible].

There are six different tables, each themed with a selection of features and with differing levels of challenge. The features on each table are interlinked [illegible] bonuses, [illegible] jackpot. At first, playing might seem wholly arbitrary, but you'll come to map out the features and work out sequences to rack up your score.



TILT

THE MONSTER

Every horror cliché has found its way onto this complex table. The tricky layout makes this one to play early on, as you can set off a number of easy bonuses, including the skeleton, and a cool video mode avoiding ghosts.

THE GANGSTER

This looks quite a slick table, styled on the popular depiction of 30s gangsters. It's also quite a difficult table as there's a lot of space in the lower part of the table. Nice sound effects.

STAR QUEST

A distinctive table with its auto release and heavy flippers. Some easy to play, with an easy mode start and docking bay bonuses located on the right, and frequent quest multi balls.

FUNFAIR

Quite a challenging table, as its mode switch is kept in the park area which is seated off until you hit a battery of three lights. There's a ferris wheel ball lock, nicely animated.

scores

GRAPHICS The plan view shows the level of detail and most tables look slick and professional, but the 3Dness is lost. The scrolling is supersmooth.

85

SOUND Music tracks and cool sound effects for all tables, there's a lot of sound. Star Quest and Gangster have some of the best.

83

PLAYABILITY The most important aspects, ball movement and scrolling are faultless, but Tilt lacks essentially new features which makes it dull over a time.

84

LASTABILITY Six tables goes a long way to giving the player something they will come back to, and each has quite a lot of play value.

82

overall

84

comment

GUS

Tilt didn't turn out to be all it was cracked up to be – a true 3D pinball game. We knew as much a whole year ago, when the PC version arrived, and another year's wait hasn't thrown up any surprises. There's no great inventory between the tables offered here and Pro Pinball: The Web, and there's a dumb style more. The sheer volume of features and styles should keep pinball fanatics occupied for longer than any other comparable title for Saturn. Even though the 3D view didn't work out, and Tilt is just another hi-res version of Pinball Dreams it's recommended.

gameplay

STEVE

As pinball games go Tilt isn't too bad. There are six varied courses on offer, which is more than can be said for games like Pro Pinball, but some of them become a bit confusing in the otherwise well-rendered 3D view. It plays well enough, and there are plenty of multi-ball features and minigames to keep you playing for ages, but in the top-down view it just looks like Pinball Dreams, which is an ages old Amiga game - not really what you expect from a machine like the Saturn. To be quite honest, video game pinball has the potential to be far more exciting and over-the-top than real pin ball could ever be, so why software companies insist on regurgitating normal tables is beyond me. Tilt is a solid pinball game that is well worth shelling out for if that sort of silver ball type action takes your fancy.

Game Name	Ultimate MK3
Publisher	THE
Release	Out Now / Price £39.99
Game Style	Beat-'em-up
Import?	Linkup? / Players
Control	Joypad
Background	

Yeah, yeah, we know Ultimate Mortal Kombat 3 is already out in the shops so don't bother sending us any witty letters, okay?

Now that the Mortal Kombat series has reached epic proportions, it's a real shame that new additions and updated versions of the game are usually treated with scorn by video games journos. Okay, so perhaps the 2D side scrolling antics of Liu Kang and co. pale in comparison to the likes of Capcom's recent efforts and Sega's 3D titles but Ultimate Mortal Kombat 3 is still a worthy sequel packed with characters, special moves and secrets galore. What's more, there are buckets of blood sloshed around the place willy nilly so your parents are bound to be offended. Now is that such a bad thing?

ULTIMATE MORTAL KOMBAT 3

GORE GALORE

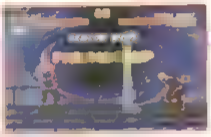
There are now more ways to defeat your opponent than ever before. After successfully winning two rounds, a player may pick from one of seven bloody or humorous finishing moves that must be performed in just the right spot within a few seconds. Succeed and the screen will darken, heralding the arrival of a suitable punishment.

FATALITY

Each character has two blood soaked finishing moves with which to dispatch a defeated foe. Timing and distance are crucial but the results are usually worth the effort required.

BABALITY

If the sight of endless entrails is too much to stomach, why not turn your opponent into a bawling baby? Remember not to press either of the punch buttons in the final round.



FRIENDSHIP

Friendship! Friendship! [illegible] ship! Er... or something. As with Babalities, per[illegible] move by giving your enemy a smashing pre[illegible]

PIT FATALITY

Certain stages (such as The Pit II) contain background activated fatalities which involve uppercutting an opponent into razor sharp spikes and an imminent meeting with the Grim Reaper.

BRUTALITY

Included in PSX MK[illegible] Brutalities require players to unleash up to eleven hits in succession before literally punching your enemy to death. One for expert players only.

As well as the standard one and two player games, UMK3 contains two new gameplay options in the form of 2 on 2 Kombat rounds and an 8 Player Tournament. The former is essentially a tag team style game where players select two characters each and scrap away until one is defeated in a violent explosion of blood and bones, whereupon your partner leaps in the fray to take up the challenge. On the other hand, the 8 Player Tournament offers a lengthier game involving players to choose two teams of combatants and slugging it out until one true winner remains standing.

Secrets

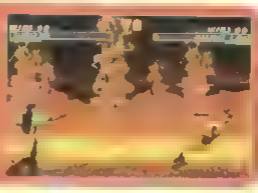
...month's Mean 16 is chock full of ... we're printing some exclusive UMK3 cheats here. On the main menu screen enter the following code: A, C, Up, B, Up, B, A, Down. This brings up three additional menus labelled Cheats, Secrets and Killer Codes. The Cheats menu offers players the opportunity to hear a Sound Test, increase the Player 2 continues and even take a peek at each of the Boss Sequences. The Secrets menu includes such hidden features as random timer speeds, character win Sequences and background select. Finally, the Killer Codes menu allows players to switch one button finishing moves, select Shao Kahn and Mileena as playable characters and even play a hidden game of Galaga. Note that the bosses are only available in two player games and only one fighter may pick a particular character at one time (in other words no Shao Kahn Vs Shao Kahn battles!)

ALL NEW FIGHTERS

Megadrive owners can breath a sigh of relief as every character from the Saturn version of Ultimate Mortal Kombat 3 has made the transition to this 16 bit beat-em-up extravaganza. Making a welcome appearance after taking time off following MK2 are the male ninjas, Scorpion and Reptile. Also back are those two lovely ladies Kitana and Jade, now a playable character. For those of you who played the arcade and Saturn versions of UMK3, there are three additional fighters who were previously only accessible via Kombat Kodes. They are Ermac, a rumoured MK1 fighter, Mileena, returning from MK1, and Classic Sub-Zero, the elder brother of the unmasked version in MK3. In addition to the mysterious silhouette of a fighter, Noob Saibot is now playable as Rain, a purple clad ninja previously only seen in the UMK3 arcade intro sequence. Blimey.

Smoke

There's a final hidden character lurking within UMK3 and he's a human chrome version of the robotic assassin. Smoke. To choose him, highlight Smoke on the character selection screen and hold down HP+LP+BLK+LK until the first round begins. Classic Smoke's moves include Scorpion's Spear and Teleport.



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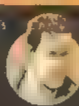


STEVE

Unlike Matt, who's obviously a Mortal Kombateers, I've never been able to tell the difference between a Scorpion and a Sub Zero. The pesky blighters all look the same to me, and Ultimate MK3, massively seems to have enough differently hued variations of the same theme. Highly confusing. I guess UMK3 is a terrific achievement for the Megadrive, especially considering the amount of characters and backdrops available, but I've never had a thing for Mortal Kombat and consequently all that is of very little importance to me.

I'm amazed at all the hoo-ha, fanaticism and other jingoistic twaddle that's been chucked around since Mortal Kombat has it's finest hour, and I'm sure they'll get a real kick out of this, but personally I'd rather play Street Fighter II. Or anything else apart from this.

comment

MATT

I admit it. I'm the only person working on MEAN MACHINES who either appreciates, or owns any of the Mortal Kombat series. They even my SNES copy of MK2 gets dusted off from time to time. That being the case it's not going to be easy to give an honest and unbiased opinion of UMK3, so I won't bother. Basically if you're a MK fanatic and Megadrive owner, this has to be an essential purchase. Even with chromings drastically reduced in size and the Megadrive's godawful colour palette turning each fighter into a blurry bunch of pixels, there are still enough special moves, secret surprises and hauntingly fast gameplay to make this one of the last decent 16-bit titles we're likely to see. Even Saturn owners might want to check this one out as the addition of previously unselectable characters (such as Rain and Noob Saibot) add yet another layer of crimson icing to UMK3's bloody cake.

scores

GRAPHICS 79

Murky, shrunken sprites are a disappointment but considering the amount of characters and backdrops crammed into the cart the corners that have been cut are bearable.

SOUND 67

As with MK3, the Megadrive's sound chip just isn't up to the job of replicating all the arcade game's background tunes and sampled sound effects. At least the Toasty Man still sounds hilarious.

PLAYABILITY 89

The action is fast and furious and only the 6 button Megadrive Joypad will really do UMK3 any justice. Special moves are easy to master but you'll need lightning like fingers to pull off some Fatalities.

LASTABILITY 91

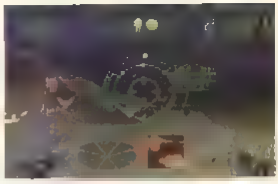
With four Destiny Paths to choose from, the one player game should last a while. The two player 2 on 2 option and the additional 8 player tournament offer even more longevity.

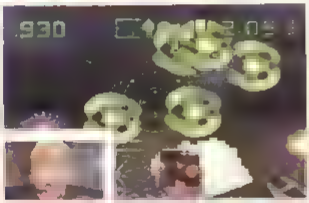
overall 86

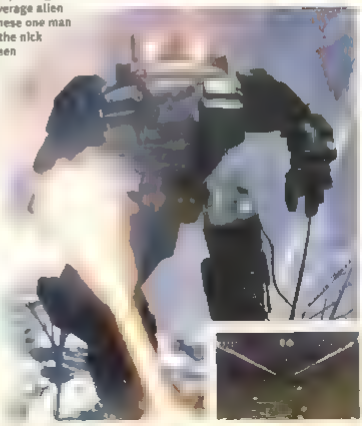
Game Name	Krazy Ivan
Publisher	Psygnosis
Release	January
Price	£39.99
Game Style	Shoot-'em-up
Players?	Players
Control	Joypad
Background	The only PlayStation game to feature robots and Russians

If video games are anything to go by, aliens do exist, and have only one thing on their minds: making mincemeat of planet Earth!

And here they come again, threatening to give the planet a good kicking for no discernible reason. But wait! As usual, a lone soldier is on hand to see off this terrifying alien menace. Except this time, he's a mad Russian geezer armed with a powerful armoured suit to see 'em off with. Yes, not only is our Ivan a bit bonkers, hence the honorific 'Krazy', but he is also packing enough firepower to level an average alien invasion fleet. It's a good job these one man armies always show up just in the nick of time, otherwise we'd have been overrun by exactly 4087 alien invasion fleets by now, and that's official!







КRAZY IVAN ☆

GREAT LEAP FORWARD

Ivan contains five different combat zones [illegible] France and North America, each packed with [illegible] blown up. Each zone [illegible] unique boss characters that, maybe [illegible] take on the form of some kind of [illegible] house they need to be heavily armed and mais made out of metal. Once the bosses have been seen to, the location of a power core is revealed, which you then [illegible] destroy. [illegible] progress [illegible] Ough each [illegible] you. Suppos[illegible] pseudo-[illegible] gold [illegible] [illegible]

[illegible] available are [illegible] destruction. The lasers are part of your weapons complement and [illegible] useful amount of damage. Next [illegible] plasma cannon [illegible] powerful, but unfortunately overheats [illegible] bombs [illegible] huge blast radius [illegible] mating anything within a range [illegible] the biggest, baddest weapon of [illegible] is the Z Beam which [illegible] and [illegible]

SCORES

GRAPHICS	68
SOUND	80
PLAYABILITY	81
LASTABILITY	68

64

MATT

Although I feel Steve is being a little harsh with his criticism of Psygnosis' 3D robot blaster, I do agree that Krazy Ivan is a bit of a [illegible] gambler. Why wait over a year to convert a less successful [illegible] title on the Saturn and to the present day to improve the game's lamentable structure. That's the real disappointment with Krazy Ivan. Load a few robots, pick up a few bonus, go to the next level. There are no real surprises. I suppose the appearance in the latter [illegible] of that bloody bird [illegible] wonders who sings in the Queen Vic a few times and who hasn't heard the song? and players will soon tire of the repetitive gameplay. Hey Psygnosis! How's about a few decent original Saturn based titles for a change?

STEVE

When the PlayStation mags reviewed the original version of Ivan, they were ape over how good it looked, but to be quite honest I can't see what all the fuss was about. Krazy Ivan's backgrounds are extremely unimpressive and this isn't helped by the fact that you can't see that far past the distance. You're supposed to be going up against giants, but the enemies don't look big that particularly as they could be any run-of-the-mill mutant bloke. And it's not as if the game is all that exciting to play; chances are you'll be getting pretty bored roughly halfway through the first level. Krazy Ivan does have a particularly cool intro, but that's not really a good reason to buy it is it?

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Name

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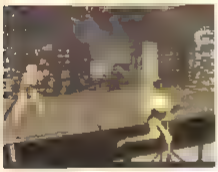
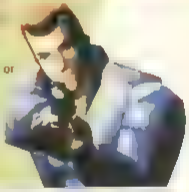
Game Name	Die Hard Arcade
Publisher	Sega
Developer	AM1
Release	March

DIE HARD



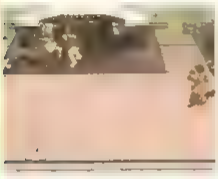
The 3D fps character animation in Die Hard Arcade is on a par with Athlete King's silky smoothness.



I blame those lefty, goody-goody Sixties planners who erected all those monstrosities, or Donald Trump, or that bloke in the Towering inferno who did all the wiring on the cheap. Yet again tower blocks rear their ugly penthouses in Die Hard Arcade, a sterling new arcade-to-home conversion from Sega's R&D Dept. 1. As AM1 used the Titan (ST-V) arcade module, the Saturn version is technically identical, apart from the need to load from CD, as Titan boards use memory chips. Sega has kept quiet about this one, because of the delicate nature of Fox's Die Hard license, which is currently being used by Fox for Die Hard Trilogy, reviewed last month and one of our current favourites.

SCHOOL SWATS

You are one (or two) of LA's top SWAT techs, dropped on the roof of the Nakatomi building, where a jewel heist/ developments complications. A band of terrorists are attempting to break the safe, but realise the President's daughter is hiding in the building (unknown to them, under the arch baddie's desk). Your fellow SWAT operatives are ambushed as the helicopter releases you, and you're forced into the top floor with no weapons and a monumental task to overcome the hordes on your own.

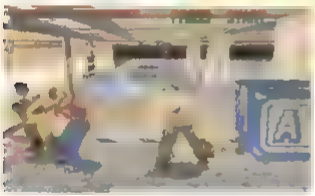


ARCADIA

Welcome to Arcadia, MEAN MACHINES SEGA's up-to-the-coin-op section. If you're looking for the latest, accurate information on state-of-the-art arcade machines then you've come to the right place. This month we bring you a sumptuous selection of cracking [illegible] Capcom, the kings of [illegible] prises and EA steps into the beat 'em up arena.

ARCADE

Apparently a 3D Gouki appears in Street Fighter EX!

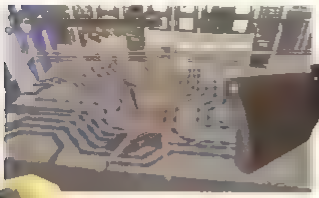


ROUNDED MERCILES

The plot unfolds using real-time polygon sequences, not the crap out of pre-rendered FMV. There's an evil old geezer with a beard who is the Victor Meldrew... organised crime. Your characters are seen legging it through the building and are occasionally called upon to ma... in response t... pected appearance of ... The only problem ... bits on Saturn requ... disk loading, which ... up. The wire frame ... your route through the to... very smart.

TAKEN IN HAND

Weaponless at the start, your cops have been trained in every form of unarmed combat known to man: guns by Char...e's Angels, lead bars by Grant Mitchell and mops by Dale Winton. If you see any of these on the floor, pick them up and use them. A handgun can be useful... – a rocket launcher ... – ... used in the confines of ...



...GH THROUGH THE TEARS

Few games have got such comic mileage out of doing damage to other humans and from the weird and wacky Cobber (Seventies ... bondage get ... their underpants) ... he ... everything ... This includes kicks to the ... bbit punches and drop kicks. The controls ... somewhere between Streets of Rage and Virtua Fighter in complexity.

STREETS AHEAD

... superb considering you ... fend off four or five ... screen. Only ...

STREET FIGHTER EX

... since issue 33's first look, include the appearance of all ... the ... moves as well as the added bonus of see-

Game Name	Torico
Publisher	Sega
Developer	Sega
Release	March

TORICO

Hot on the heels of Enemy Zero, another atmospheric rendered adventure, this time the closest thing to Twin Peaks for the Saturn

We've all stopped off there. It's that place miles from anywhere without a video shop and distinctly weird inbred locals. A cross between the Stepford Wives and Last of the Summer Wine. In Torico, they call it Misty Town and they call you, The Traveller. You call yourself Fred. You wake up in the town hall, and quickly lose the plot entirely, due to having mislaid your entire memory.

You have a cellmate. He calls himself Anthony, and rather worryingly he seems to have the key but is in no hurry to leave.

This is the opening to Sega's newest rendered adventure, Torico, a game in the same vein as Warp's D and most recently Enemy Zero, as well as an older Saturn title, Mansion of Hidden Souls. Certain telltale signs give away the involvement of 'Mansion' staff in this production. Torico is quite a large endeavour with a town to roam around, which is rendered in FMV from a virtual townscape created on PC. Absolutely no clues are given as to your identity or purpose at the start, though the oddball characters that populate Misty Town begin to fill you in. For your part, you can use the objects you come across and information gathered by the rather reticent townsfolk.

RIGHT SAID FRED

[illegible] upon Misty Town all. Or, for that matter how he came to have a strange crescent symbol tattooed on his forehead. You get to know Fred's features and many [illegible] full of dramatic close-ups of his dark eyes.

A TOWN WITHOUT PITY

You may find it heavy going at first in Misty Town. Even when you locate the townsfolk, they are reluctant to talk. The reason happens to be the only person who you can get some sense out of, the chilling Lord Gordon. He owns the town (and the people it seems) and lives in a large adjacent estate. Sooner or later he will summon you and let you know he doesn't care for your face much. His henchman, Jade (the spitting image of Quentin Tarantino), crops up all over town and is a rather unpleasant sort.

HOWL AT THE MOON

There is another place that seems to preoccupy the residents of Misty Town. It's called the City of Moons, and it has a special resonance for Fred. And Lord Gordon too, apparently. The City seems to have been designed and decorated by a Victorian [illegible]

TOWN PLANNING

The earlier part of Torico lets you wander around Misty Town, a series of winding streets and hedges [illegible] to visit. Most rendered adventures restrict your movement to a few locations, but there are about 15 places you are free to visit, and different things to look at within these locations. Looking at an object may uncover another object, or trigger an encounter, moving the story along. For example, the town windmill is apparently useless, until you meet Anthony in a specific place when he will tell you the windy season is nearly arrived. You return to the wind mill and

ARCADE

DARKSTALKERS 3

DEVELOPER: CAPCOM

Although famous for its sword-wielding [illegible] on [illegible]

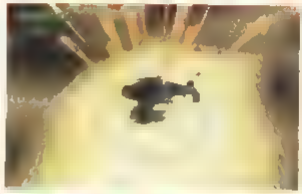
Chain Combos and Guard Cancels as well as a revamped dashing system. Expect to see more of DarkStalkers III in the near future.

preview

Game Name	Black Dawn
Publisher	Virgin
Developer	Black Ops
Release	TBA

BLACK DAWN

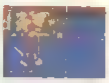
With Soviet Strike receiving a whopping 89% this issue it seems as if helicopter shoot 'em ups may be enjoying something of a resurgence. However, unlike EA's isometric offering, Virgin's forthcoming chopper challenge, Black Dawn, takes the well-trodden first person perspective path of such classic airborne blasters as Thunderhawk 2 and intends to deliver a killer payload of smooth visuals and explosive gameplay. The fact that Black Dawn also incorporates 3D texture mapped war zones where [illegible] and death can come down [illegible]



BLADE IN THE USA

Black Dawn has been the [illegible] JS based programming team, Black O[illegible] been to recreate the feel of actual he[illegible] combat by providing players with an intric[illegible] system, a variety of missions and enough fre[illegible] level a small South American country (wh[illegible] you can actually do if you like). As with Soviet Strike each campaign requires a set number of objectives to be completed, with enemy [illegible] outnumbering your [illegible] and odds appear [illegible] new maverick pilot. Out there then you'll be glad to [illegible] that the Saturn version of Black Dawn will go [illegible] review micro [illegible] next issue.

VATLVA



Despite being very, very strange vatlva is [illegible] easily described as being a mutant offspring of Virtual On and Micro Machines. Make [illegible] now? Don't worry, so [illegible] vatlva On [illegible] players pick a 3D vehicle [illegible] 3D battle arena obstacle packed [illegible] Micro Machines, because [illegible] [illegible] using the Saturn multitap, up to [illegible] people can take part at [illegible]

preview

Game Name	[illegible]
Publisher	JVC
Developer	[illegible]
Release	Out Now (Japan)

LEVEL [illegible]

[illegible]

FIGHTING RABBIT

DEVELOPER: ELECTRONIC ARTS

This cartoony game has got us a little [illegible]

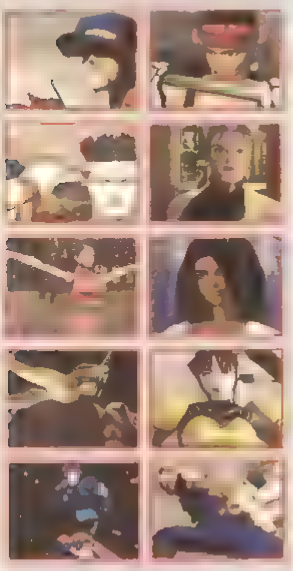
[illegible] bit of digging and see if we can unearth more Fighting Rabbit facts in future Arcadia's.

Game Name	Fighters Megamix
Publisher	Sega
Developer	AM2
Release	March

FIGHTERS

GAME INTRO

The first notable addition to last month's unfinished copy of Fighters Megamix is a stunning rendered intro sequence that sets the scene for the epic battles to follow. Players are treated to an intense one-on-one FMV fight between the winner of the Virtua Fighter 2 tournament, Akira Yuki, and Fighting Viper's resident hard man, Bahn. Cut scenes show various characters from both games such as Sarah Bryant (wearing her kinky VF3 costume), Candy hanging up her trademark red rubber outfit in favour of a canary yellow kit, Jane working out in the gym and Shun fast asleep. The entire sequence merely whets your appetite for the game proper.

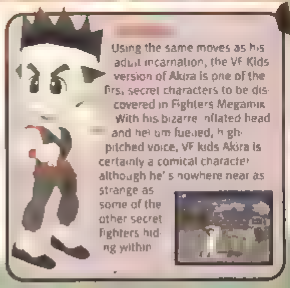


Since last month we've received our Japanese copies of Fighters Megamix and have wasted the entire Christmas break probing its many secrets. Here's what we've discovered so far

As reported last issue, Fighters Megamix looks like being one of the top Sega Saturn titles for '97 with its unique combination of Virtua Fighter and Fighting Vipers characters and the guaranteed seal of quality that AM2 manage to stamp on all of their excellent arcade titles. This month we'll be taking a brief look at just how deep the game really is and have the full list of secret characters, as well as a handful of hidden modes and eye-popping goodies that have been packed into this incredible 3D beat-'em-up.

SECRET FIGHTERS REVEALED

When competing in a one player game, players may initially choose from one of four paths to follow, such as Course A: Novice Trial and Course D: Girls, and by defeating a set number of opponents they're rewarded with a secret character on the main selection screen. Choose each of the four paths to open up a further four followed by the remaining two. The question mark at the end of each path represents the mysterious fighter you'll finally face. As you discover each of the additional characters, and their respective backgrounds, they'll automatically be saved to the Saturn's internal memory negating the need to tackle each path more than once. The full character selection screen, showing all 32 fighters, looks amazing! [illegible] If you don't want to find out about all the secret characters just yet, we recommend you stop reading now!



Using the same moves as his adult incarnation, the VF Kids version of Akira is one of the first secret characters to be discovered in Fighters Megamix. With his bizarre inflated head and helium-fuelled, high-pitched voice, VF kids Akira is certainly a comical character although he's nowhere near as strange as some of the other secret fighters hiding within.

ARCADE

FATAL FURY: REAL BOUT SPECIAL

Yes, the SNK series that just doesn't know when to quit, over and die is back once again thanks to the [illegible]

Fighting [illegible]
The [illegible]
[illegible]
cast of [illegible]
so far revealed in the release of [illegible] and [illegible] on Saturn and word is that this Special edition of the FF series will also appear sometime in '97. Boy, we can't wait...

S MEGAMIX

SARAH

This super deformed Sarah Bryant plays the same as her taller sister although with tiny limbs, players will have to get in close for many of their moves to hit the right spot. Check out the big head and squeaky voice.

RENTAHERO

Rentawho? You may not recall this battery-powered fighter from yesteryear but Sega assures us that he's actually an obscure character from an early arcade game. Decked out in Fighting Vipers-style armour this unlikely fighter actually looks like he might have some true potential.

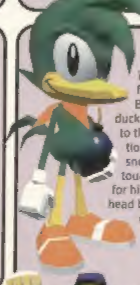
SIBA

Scheduled to appear in VF1, the Arabian sword-twirler, Siba, was a prototype character that never made the grade. However, AM2 have since had the chance to tinker with the turban-headed warrior and have given him a nifty set of moves, one of which enables him to stab his opponents.

BARK

The first of two Sonic Fighters to appear in Megamix, Bark is a huge polar bear who specialises in throws and close combat moves. His Zangief-style pile-driver should be avoided at all times. Don't let his cute, fluffy looks fool you.

BEAN



Closely following Bark in the 'Bizarre-token-funny-animal' stakes, is Bean. This devious duck has paid no attention to the rules of the competition and has managed to sneak a few bombs into the tournament. Also watch out for his migraine inducing flying head butt move.

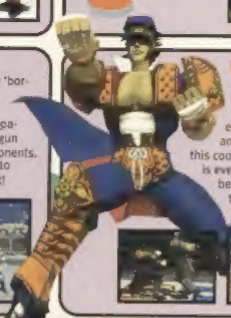
DAYTONA HORNET

Yep, you read that correctly. The Daytona Hornet car IS a hidden character in Fighters Megamix. Hopping up onto its back axle, the Hornet uses its front wheels to attack opponents. Use an armour breaker move on the car and you'll shatter its bonnet wide open!

JANET

Ms. Marshall actually 'borrows' many of Aoi's moves from VF3 although she's also capable of pulling out her gun and shooting her opponents. Smash her armour off to reveal a tiny white vest!

URA BAHN

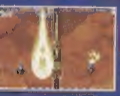


As if Bahn wasn't tough enough, AM2 have decided to include yet another version of this cool fighter. Ura Bahn is even tougher than before and we've yet to discover all his new moves.

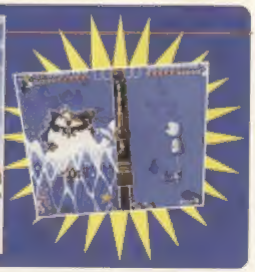
DEKU

The final secret fighter arrives in the unlikely form of Deku. Yes, he's a giant green bean and yes, that is a Mexican hat and maracas he's sporting. Deku is included as purely a novelty character.

TWINKLE STAR SPRITES



Hey, if we didn't get at least one bizarre Japanese game into Arcadia every month, what would be the point? This month's weird entry is yet another SNK offering, the fluffy shoot-'em-up, Twinkle Star Sprites. Now we know that this may look slightly lame but from what we know, this arcade blaster features the same style play mechanics as seen in Konami's hit series, Parodius. Players pick from a variety of cutesy Manga characters which they then plow through a selection of colourful, challenging levels. In Versus Mode the screen is split in half and players race to complete the stage before their opponent. Completely over-the-top power ups are the order of the day with certain weapons obliterating every on-screen enemy. Hopefully Twinkle Star Sprite will reach these shores in the near future and who knows, SNK could furnish us with a nifty Saturn conversion?



Psst... There are at least 3 more secret fighters in FM!

It's the end of an era as MEAN MACHINES SEGA reaches its final issue, but the efforts to provide only the very greatest Saturn coverage continues in MMS's sister magazine, SEGA SATURN MAGAZINE.

Hi, I'm Richard Leadbetter. You might remember me from the early days of this fine publication, and indeed in its earlier multi-format incarnation when it was MEAN MACHINES without the Sega bit. I helped launch MMS and was the proud editor of the mag for over a year before moving on to "other" things. Now circumstances have conspired to bring us together again, as MMS officially hands over to (and kind of merges with) SSM.

This new pooling of resources allows us to up the stakes still further, improving every aspect of SSM with the help of our MEAN MACHINES buddies. The first fruits of our labours will be on the shelves soon, but in the meantime, why not check out the next edition of SSM?

We've pulled out all the stops to make this a classic issue in every sense of the word, with the official World Exclusive on Manx TT Superbike! Yeah, Daytona CCE was pretty cool, but read our mag to discover why Manx is shaping up to the true successor to Sega Rally Championship. Rounding out the all-round journalistic excellence, you'll also find exclusive Hexen coverage plus some superb Soviet Strike coverage.

For all Saturn owners, SEGA SATURN MAGAZINE is a compulsory purchase! Avoid it at your peril....

Richard Leadbetter,
Editor,

SEGA SATURN MAGAZINE.

Meanwhile down at the SHOCK BUSTERS...
This'll do the trick...
Revenge of the CHICKEN
Blood VAMPIRE
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
This is what I call in-home entertainment. There's no gore, no harsh language and no bimbos.
LEARN CHESS.
with Ivor Pawn
TWIX
CRUNCH!
Horror movies are bad for your telly – they'll give it nightmares!
Later that evening...
Now this is what I call in-home entertainment.
TWIX
a BREAK FROM THE NORM

NBA
HANG TIME
BASED ON THE ARCADE HIT!
"Fast and Frantic. NBA Hang Time is a playable and addictive, two-on-two dunk fest. Excellent!" NMS - 90%
"NBA Hang Time manages to sweep the floor with its 16bit opposition. A solid slam dunker!" Mean Machines Sega - 85%
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